HORRORS OF THE MULTIVERSE

CHRIS A. FIELD

HORRORS OF THE MULTIVERSE

Written by Chris A. Field

Cover Illustration by: Aaron Lee, provided by Sine Nomine Games

Interior Illustrations by: David Alsop, Arcana Games, Jacob Blackmon, Joe Calkins, Claudio Cassini, Cerebrus Stock Art, Anthony Cournoyer, Liz Courts, CSC Stock Art, The Forge Studios, Earl Grier, Rick Hershey Standard Stock Art, Inkwell Arts, Ironhead Arts, Lemas Stockart, Little Buck's Fantastic Visions, Joyce Madueria, Malcolm McClinton, Misfit Studios, Brett Neufeld, Nick Ong, John Picot, Purple Duck Games, Rogue Genius Games, Peter Saga, Shutterstock.com, Sine Nomine Games (*Stars Without Number* Revised Art Pack), Dean Spencer, Strange Moon Publications, Tortoise and Hare Creations, Rian Trost, Ekaterinya Vladinakova, Amanda Webb, Tobias White

All images are copyright their respective creators, and are used with permission.

chrisfieldotherverse@hotmail.com
Twitter: @ChrisAField1
Contact me for errata or with any questions and comments.

Fully Compatible With the PFRPG

Requires the Use of the D20 Modern Core Rulebook, Published by Wizards of the Coast

This product is fully compatible with D20 Modern, as well as the *Pathfinder Roleplaying Game*, and is suitable for use with *Otherverse America, Psi-Watch, Heavy Future* and even some *Black Tokyo* campaigns.

> "When men first looked into the outer void, into space, they looked into the soul of this soulless creature. When men kill each other, and hurt their children, and close their eyes so that good will not distract them, they are worshipping this creature. In their hearts, all men would like to be this one: hideously strong, unchained by conscience, charged by the black heart of the cosmos to go forth and annihilate."
>
> \- Dr. Church, *Aliens: Labyrinth*, script by Jim Woodring

THE GRAND UNIFIED THEORY OF SCI-FI

I've always held a sneaking suspicion that most of the sci-fi I grew up reading and watching is really all just backstory for the ***Warhammer 40,000*** setting.

Disney's ***The Black Hole*** and the 1990s space-horror film ***Event Horizon*** depicted mankind's first disastrous encounters with the Warp. A few decades later, mankind began making use of different, less efficient FTL travel methods, requiring cryosleep coffins as seen in the Alien franchise. The Xenomorphs of the Aliens film universe, of course, were a particularly invasive breed of Tyranid, as were the relentless insectoid invaders of ***Starship Troopers*** and the much later film, ***Edge of Tomorrow***. David Gerrold's never completed ***War Against the Chtorr*** detailed another front in the eternal war against these dangerous space-bugs. While Ripley was battling for her and Newt's life against a swarm, miners and colonists on Pandora were trying to obtain a better, more efficient hyper-space fuel, as depicted in ***Avatar.***

Fast forward more than ten millennia, and supplies of unobtanium are long dried up. House Atredies of ***Dune*** controls the spice trade – a xeno-drug that allows humans to (almost) safely navigate the rediscovered Warp, at the cost of permanent and truly horrible mutation. When Paul Atredies rises to power at the film's climax, he sets himself on the path to eventually, 20 millennia later, becoming the God Emperor of Mankind.

That's the short summary. Give me a few more paragraphs, I could easily tie in the ***Predator*** films, the ***Fifth Element, Robocop***, the ***Legion of Superheroes***, ***Ringworld,*** the ***Inhumanoids*** cartoon and the ***Cthullu Mythos*** and a couple dozen others.

When I first started thinking of producing a sci-fi bestiary I wanted to create a cohesive deep-space setting that introduced copyright-friendly pastiches of my favorite sci-fi properties as part of a unified whole. The Lifechained mythology, introduced in my *Guide to the Known Galaxy* sourcebook way back in early 2008 formed the glue that held this composite setting together.

This is a book years in the making. It incorporates art and concepts purchased and produced for earlier sourcebooks, meaning that this is a lavishly well-illustrated book for a small press publisher. In addition to specifically commissioned artwork, I took several pieces of excellent sci-fi stock art and built new creatures around the images. The same techniques that made the *Nemesis Bestiary* series of sourcebooks so much fun to work on added a ton of additional flavor and intriguing challenges to my cosmology.

Somewhere along the way I decided that I wanted to make this book the definitive sci-fi bestiary for the ***Pathfinder Roleplaying Game*** and began adding far more content than I originally planned. Since I explore similar themes in both *Otherverse America* and *Heavy Future* I decided this sourcebook would serve double duty as a comprehensive bestiary for both campaign worlds. While the futures of both settings don't quite match up, creatures can cross-over between settings seamlessly, with only a few words of explanation added to the write up if a creature is setting exclusive.

The result: far more than 300 creatures, some of which are built as monsters, some of which are built as non-player characters using character options designed for their native campaign worlds. Three hundred creatures, from star-gods like the technological harbinger ***Genesis,*** stock alien soldiers to mow down in epic numbers, namely the ***Hygon Warriors*** or ***Verth Battleslaves,*** human-built mecha like the spy-hunting ***Road Elite*** supercar, the superbly armed ***Gunbreaker***, or the transformable ***Cloudfire.*** You'll see example NPCs from all of Otherverse Games' signature sci-fi races, including the lusty and cute ***Pacifican Adorable Avenger***, the clever and adaptable ***Astromage Droid,*** the dedicated ***Afro-Futurist Guardian***, the luck-manipulating, mildy sociopathic ***Risk Taker,*** commanding and proud ***Free Captain*** and more.

Dangerous alien predators stalk spacers through every environment, from the eco-cannibalizing ***Worldboil***, the gravity-warping ***Skrizzlex,*** to cunning predators like the ***Hyperwake Bat, Glitch Lizards*** and the eternally stalking ***Tantalos***, born in the chaotic depths of Hyperspace itself. Terrifying Lifespawn creatures including the ***Tyranling*** and inexorable ***Nemesis Hellraider***, or the world-conquoring ***Solix Verion,*** hunt those who share the blood of the ancient star-gods, relentlessly stalking the indifferent stars. The ***Omni-Consumptos*** turns your pop-culture against you, while ***Cassendrons*** teach the futility of resistance to the will of the Singular, and the ***Gigastar Rogue*** devours suns and worlds.

The Horrors of the Multiverse await. Grab your guns, fire up your combat assault mecha, and get ready to meet them on their own terms.

Chris A. Field
May 2015 – October 2019

A VERY SHORT HISTORY OF INFINITY

There have been three universes.

The First Iteration (of the Universe) was unformed chaos. Life emerged without plan or design, a product of unchecked evolution. Eventually, great powers emerged, and banded together, forming a universal Senate. This Senate destroyed the First Universe and gave birth to….

The Second Iteration was meticulously designed and perfectly ordered. The Senate ruled their manicured cosmos well and wisely for uncounted epochs. Eventually one of the Senate hungered for more than his share of power. This traitorous god slew his fellows one by one, absorbing their power until he became The Singular. During the last battle of the Second Universe, The Singular slew all challengers and broke the universe….

Our universe is ***The Third Iteration.*** It is the Singular's creation. The traitor-god and his dark progeny rule the Third Universe from their citadel, a parsecs long mega-structure at the exact heart of the Milky Way Galaxy. There are those forces that fight against the Singular. Pray that they can usher in a ***Fourth Iteration***….

PHALLUS SPACE

The Phallus is the largest, oldest and most enigmatic mega-structure in the galaxy. It lies at the heart of the Milky Way, a razor-edged, obsidian spire that stretches for millions of parsecs. The galaxy turns around the Phallus, like a great machine spun by a single gear shaft.

Expeditions to the interior of the Phallus always end in blood and madness. Less than a billionth of the Phallus' inner volume has been mapped. Great, cathedral like spaces grander than the largest orbital docks grow just beneath the Phallus' obsidian outer walls; many of these spaces are colonized by dangerous Lifespawn and their worshipful cults.

Phallus Space consists of the numberless worlds and stars in orbit around the Phallus. Countless captive suns have been placed into stable orbits around the Phallus, and they in turn are orbited by their solar systems. The worlds in orbit around the Phallus are arranged in a rough spiral around the Phallus, like the double-strand of DNA or a caduceus. The stars themselves were transported here, pruned, shaped and modified to suit the Singular's aesthetic sense: the being that created the Phallus fashioned entire solar systems like garden flowers. Virutally every world in Phallus Space can support life, making the region one of the most bio-diverse, and most dangerous, areas of the Multiverse.

The worlds in tightest orbit around the Phallus are referred to as the ***Inner Necklace.*** The Inner Necklace worlds are the domain and experimental laboratory of the Singular's more favored offspring, the ***Nemesis.*** Many of these planets are untamed jungles or ocean worlds filled with fiercely competitive, often bio-toxic life; most creatures native to the Inner Necklace are Nemesis Lifespawn.

More distant captive worlds with wider-ranging orbits are referred to as the ***Outer Necklace.*** It is easier for non-Lifespawn to survive the Outer Necklace. Given the richness of resources available, and the diversity of intelligent species, the Outer Necklace has become a robust zone for free trade and galactic commerce. The ***Stonecutter Mercantile Sphere*** maintains a major presence in the Outer Necklace, as do many other galactic powers. Those outside Phallus Space consider the Outer Necklace to be the last line of defense, the final bulwark that protects an unprepared galaxy from the cosmic horrors of the Inner Necklace.

WELCOME TO THE LIFECHAIN

The rigors of the Lifechain have produced some of the strangest, most deadly super-predators ever to evolve. These massive beasts are free from any of the restrictions and limitations of mortal biology, save for hunger and a drive to reproduce. Some have evolved in the depths of space: deep-sea anglers with a hunting range measured in parsecs.

Other Lifespawn monstrosities were born in the depths of Phallus Space, the top predators on worlds filled with capable, lethal prey and even more lethal competitors. The oldest and most terrifying of the Lifespawn are the scattered remnants of a previous draft of the universe, creatures so powerful they survived the death and rebirth of reality itself!

The Lifespawn monstrosities described in this bestiary are designed for use in the *Otherverse America campaign setting*. These creatures prowl the darkness of space, and are powerful (and ravenous enough) to destroy a human out-colony single handedly. Earth's Abortion War and endless sectarian violence is a microcosm, a dim reflection of a semi-divine war that has been fought since the dawn of creation. The Lifespawn are soldiers in this ancient war, and occasionally one of these deadly living weapons makes its way into Earth Space, in search of new hunting grounds and unwary Lifespawn humanoid prey.

NAMING

The xenoforms described in this sourcebook are identified by the most commonly accepted English designation. These simple, often descriptive codenames are often used by spacers, explorers and adventurers. Many of these creatures might have their own names for their kind, strange syllables unfamiliar to human ears.

ABYSS, FAUSTIAN – CR 9

Bloodline – Singular
Medium LE Humanoid (Abyss, lawful, lifespawn)
XP 6,400
Init +3 **Senses** Darkvision 60 ft, Lifesense 1 mile, Perception +19
Languages Galactic Common, Stonecutter, at least six others, *telepathy* 100 ft

Defense
AC 22 **Touch** 18 **Flatfooted** 19 (+3 DEX, +5 deflection, +4 armor)
HP 14d8 +28 hp (91 HP)
FORT +6 **REF** +7 **WILL** +11
Immune Force, Lifespawn Immunities, mind-affecting abilities
Resist Electricity 5, Fire 5
Weaknesses Girlish Soul Vulnerability, Lifecount 2

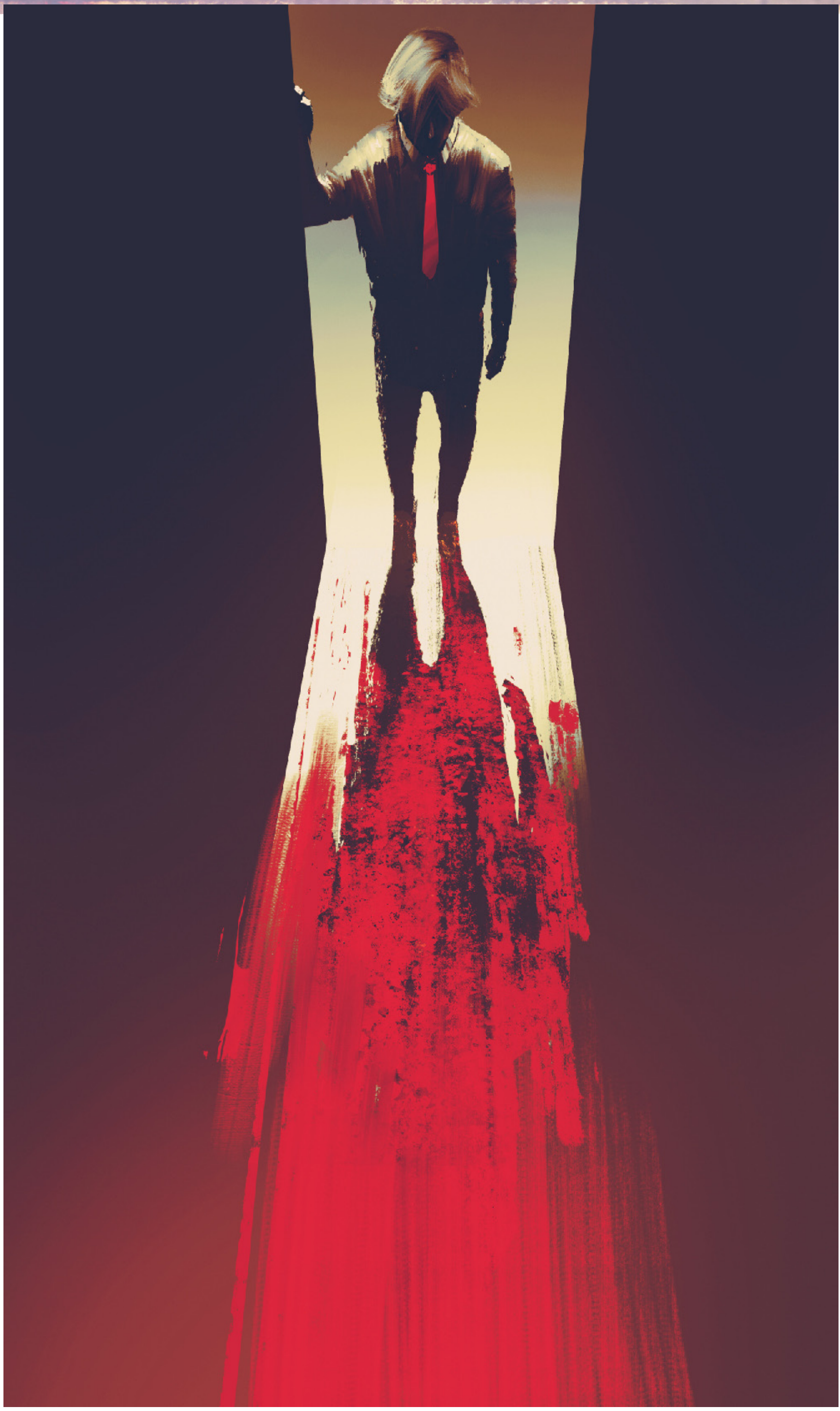
Offense
Spd 40 ft
Melee +11/+6 unarmed strike (1d4+1 bludgeoning plus 1d6 force, 20/x2)
Ranged +14/+9 smuggler's blaster (2d6+1 fire, 20/x3, 60 ft range increment, full auto) OR
+13 gravity laser (2d10 force, 100 ft range increment, single shot)
Special Qualities No Breath
Spell-Like Abilities (CL 14th Concentration +20)
At Will **–** Charm Monster (W-DC 21)
- Crushing Despair (W-DC 21)
- Limited Geas (W-DC 21)

1x/day **–** Summon (two Abyss Witches, 100%)
- Interplanetary Teleportation

1x/week **–** Limited Wish (see text)

Statistics
Str 13 **Dex** 17 **Con** 15 **Int** 23 **Wis** 15 **Cha** 21
Base Atk +10 **CMB** +11 **CMD** 24
Feats Combat Expertise, Deceitful, Greater Feint, Improved Feint, Skill Focus (Diplomacy), Spell Focus (enchantment)
Skills Bluff +25, Craft (firearms, vehicles) both at +16, Computer Use +27, Diplomacy +28, Disguise +16, Knowledge (history, the planes, local, psychology) all at +16, Profession (lawyer) +19, Sense Motive +19
Gear *+2 executive armor, +1 smuggler's blaster of infinite ammunition*, palmtop computer +4

Ecology
Environment any urban (prefers FTL-capable worlds and stations)



Organization solitary or accompanied by a pair of Abyss Witches; accompanied by other Abyss groups during direct military actions
Treasure double standard (including gear)

SPECIAL ABILITIES

Abyss Occult-Tech (SU)
The Faustian can construct occult-tech weapons that it uses to entice the war-like into galactic destabilization. The Fuastian can ignore all Item Creation feat requirements and spellcasting requirements for creating magical weapons and vehicles. The resulting item is always recognizably Abyss technology: sleek, black and angular devices that pulse with

gravitic energies. The process required are time consuming and bizarre, and require many strange components, effectively doubles the gp cost of the constructed items.

Darkling Force (SU)
The Faustian is protected by an invisible aura that provides him a deflection bonus to AC equal to his CHA modifier. This aura also provides the Faustian with his energy manipulation weapons.

Terms and Conditions (SU)
When using *charm monster* or *limited geas,* the Faustian can make a DC 21 Profession (lawyer) check. If this check is successful, the Faustian's check result is used in place of the spell-like ability's base save DC. Using either spell-like ability in this manner is a full round action, and the resulting abilities are mind-affecting, language dependent effects.

There Is Always a Payment (SU)
Any creature who has directly benefited from the Faustian's *limited wish* ability automatically fails WILL Saves against the Faustian's *limited geas* ability. If the creature repudiates and destroys the gift, works to undo the damage caused and strongly and publicly opposes the Faustian, they are entitled to WILL Saves against the creature's *limited geas* once again.

"What Do You Want?"
As a full round action, the Faustian can ask this deceptively simple question and force a weak-willed target to answer truthfully. If the target fails at a DC 22 WILL Save, it is *stunned* for one round and answers the question honestly, telling the Faustian at least one of its current and most profound desires. (The answer given is a want that is actually important to the character, a major dream or life goal, rather than a passing craving for food or other minor desire.) This is a mind-affecting, language dependent effect. The save DC is CHA-based.

The Faustian can only use its *limited wish* spell-like ability to grant a desire revealed by this ability. The limited wish will never completely grant the desire, only make it more likely that the target with achieve their goal. For instance, a character wishing to stage a military coup might be granted access to troops or weapons, a character who craves fame might be granted a meeting with an agent or other star-maker, a politician might receive untraceable cash or blackmail files on their enemy and so forth. The Faustian's limited wish will always make things worse in the long-run, increasing military violence and aggression and making the sector of space more unstable or inequitable.

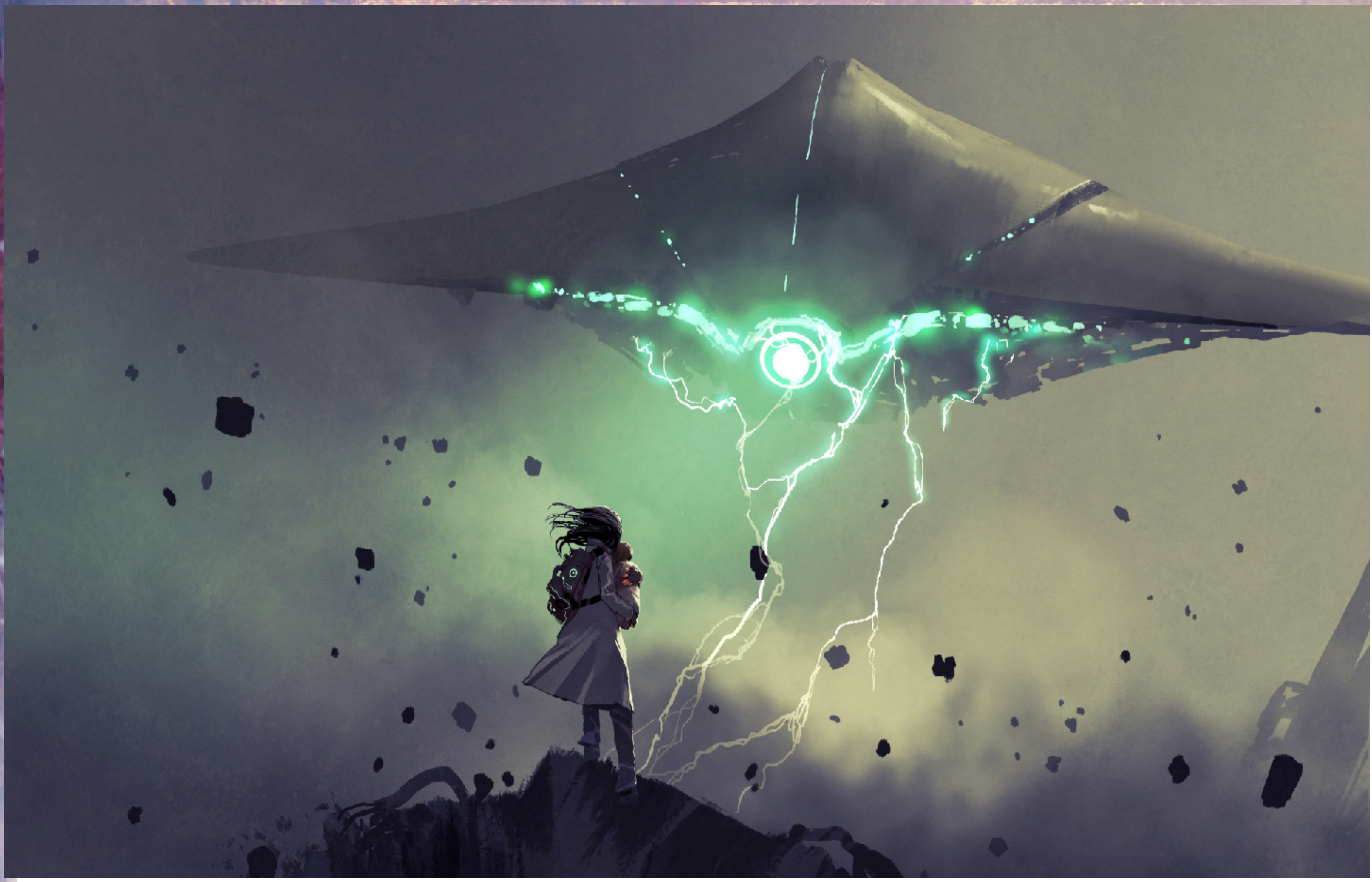
NATURE

The Abyss are introduced as threats for the Black Tokyo Campaign Setting in Black Bestiary Volume II.

Abyss Faustians are the advance agents of the species – cunning infiltrators and masterminds that lay the groundwork for the galactic destabilization Abyss Voids desire. A Void might deign to touch atmosphere to deposit a particularly skillful Faustian on a target world. There, the Faustian begins the painstaking work of espionage. This man-shaped thing (that is not truly a man) gathers blackmail files, oversees arms deals, moves hardline militarists into power, collects favors owed and contracts signed. Whenever possible, the Faustian forces a world's government and power structure into a one-sided alliance with the Abyss Voids. These bargains always end in blood and fire, and usually turn a thriving planet into a grave-nest, inhabited only by Abyss flocks so huge they blot out the sky.

Abyss Faustians are among the most intelligent and human-like of the species: they can convincingly fake emotion and warmth when interacting with hominids. Despite their superficial charm, an Abyss Faustian is a purpose-bred living machine, who only exists to serve the Voids. An Abyss Faustian's ultimate goal is radical militarization. The Faustians manipulate the galaxy one power-hungry warmonger at a time. Whenever possible it encourages fascistic turns of government, cheers on crimes against humanity, and funds well organized military coups. If it can turn the entire galaxy into an armed garrison, every man against all others, the Faustian will smile.

Faustians appear as disarmingly handsome human males of indeterminate ethnicity and planetary origin. They are always male: Faustian Abyss are almost painfully sexist, and whenever possible they roll back civil rights for female humanoids. Chaining women is as important to a Faustian as nurturing war. Their interests have brought them into contact with Earth's ***Lifers*** on more than one occasion, and they are often the shadowy money men behind some of the hardest-line mega-churches. Faustians dress in armor weave black suits with an arrogant and rakish cut – their clothes are the same colors as their masters' hulls.



ABYSS, VOID – CR 17

Bloodline – Singular
Huge LE Aberration (Abyss, lawful, lifespawn)
XP 102,400
Init +14 **Senses** Blindsense 10 miles, all-around vision, darkvision 2,000 ft, true sight, perceive unencrypted radio/television/wifi signals, Lifesense 10 lightyears, Perception +29
Languages *telepathy* 1 mile
Aura Point Defense Aura (500 ft, 5d10 Force, R-DC 26 negates)

Defense

AC 35 **Touch** 23 **Flatfooted** 25 (-2 size, +10 DEX, +5 deflection, +12 natural)
HP 22d8 +110 hp (210 HP)
Regeneration 15 (girl)
FORT +12 **REF** +17 **WILL** +17
Immune Force, Lifespawn Immunities, mind-affecting effects
Weaknesses Girlish Soul Vulnerability, Lifecount 2

Offense

Spd 200 ft (perfect) atmospheric flight; 2,500 ft (perfect) or 8 hexes space flight, Hyperdrive Rating 2
Ranged four +25 gravity cutters (8d10 Force, 18-20/x4, effectively unlimited range increment in space)
Special Qualities No Breath, Greater Starflight

Statistics

Str 25 **Dex** 31 **Con** 20 **Int** 15 **Wis** 18 **Cha** 21
Base Atk +16 **CMB** +25 **CMD** 40 (immune to most combat maneuvers due to body shape and zero-g environment)
Feats Combat Reflexes, Fly-By Attack, Hover, Weapon Focus (gravity cutters)
Skills Fly +45, Perception +29, Stealth +27 (+37 in deep space)

Ecology

Environment deep space and Hyperspace
Organization acts as the center of an Abyss incursion to a world, usually encountered in pairs or triunes, supporting a vast planetary Abyss swarm
Treasure incidental

SPECIAL ABILITIES

Atmospheric Cremation (SU)
If a Void Abyss is slain within a planetary gravity well, the creature's remains are rapidly drawn towards the planet, where its remains incinerate themselves from the heat of reentry. This causes 1d3 ***Abyss Fairy Rings*** *(Black Bestiary II)* to be born somewhere in the planet's upper atmosphere within 1d6 rounds.

FTL Travel (EX)
The Void Abyss can achieve faster-than-light speeds under its own power. Travelling in normal space for 10 rounds (1 minute) allows it to enter Hyperspace. The Abyss Void has Hyperdrive Raing 2.

While travelling through Hyperspace, the Abyss Void's Regeneration increases to 30. If the creature's Regeneration had been suppressed by successful attackers by female opponents, its Regeneration restarts as soon as the creature enters Hyperspace. This weakness is effectively suppressed entirely in Hyperspace.

Girlish Soul Vulnerability (EX)
The Void, like all Abyss bio-weapons are especially vulnerable to damage from female heroes. Female characters receive a +4 luck bonus on attacks against the Abyss Void, and their attacks negate its Regeneration. This applies to starship weapons controlled by a female pilot or gunner, as well.

Hatred (EX)
Void Abyss receive a +2 morale bonus on attack and damage rolls against Lifespawn of the Mother bloodline, due to special training against these hated foes.

Void Birth (SU)
A pair of Abyss Fairy Rings, each of whom must have full Hit Points can enter each other's space and physically merge. Doing so creates a new Abyss Void, which immediately breaches the atmosphere and flees to Hyperspace. A 'newborn' Abyss Void cannot use its Atmospheric Cremation within one year of its creation in this manner.

NATURE

The Abyss are introduced as threats for the Black Tokyo Campaign Setting in Black Bestiary Volume II.

Abyss Voids are the progenitors of enigmatic Abyss species, the true heart of the race. While the citizens of ***Black Japan*** are gradually becoming aware of the scatter-shot Abyss incursions on their world, but they have no idea of the race's true origins. Few of the worlds decimated by an Abyss invasion ever understand the actal scale of the menace they face.

Planet-bound Abyss are nearly animalistic, chaotic beasts: flocks of ebon raptors that can fly at supersonic speeds and slice aircraft apart with their gravity lasers. Dangerous, certainly, but a local or national threat rather than a planetary one. Abyss Voids are different, in total control of their predatory impulses and violent urges. They can range across entire galactic sectors, using hit and run tactics and the targeted destruction of very specific starships to turn peaceful systems towards open, genocidal warfare. The creation of planet-bound Abyss forms is a secondary concern – Voids reproduce only in extremis, as a last chance at survival. Individual Voids are selfish and pragmatically cowardly, unwilling to risk their lives when any chance at escape is possible.

Abyss Voids are space-born creatures with very few physical needs. The creatures exist as extensions of the Singular's will and are in constant, subconscious contact with the Phallus. The creature's agenda seems to spread warfare, to escalate hostilities, to disrupt galactic shipping and communications. If a particular species proves troublesome to the sleeping Singular, dark dreams dispatch Abyss Voids to decimate the race. Barring such commands, Abyss Voids are allowed to pursue their cruel goals in their own manner.

Abyss Voids are enormous star-predators that resemble an unholy marriage of an advanced starfighter and a stingray. Their dense yet light hulls are gleaming onyx with a refractory index so perfect the creature seamlessly mimics the starfields it prowls. Against the blackness of deep space, the Void is virtually invisible. The Void's main weapon is a powerful gravity laser that flares high into the ultra-violet range as it charges to combat capabilities.

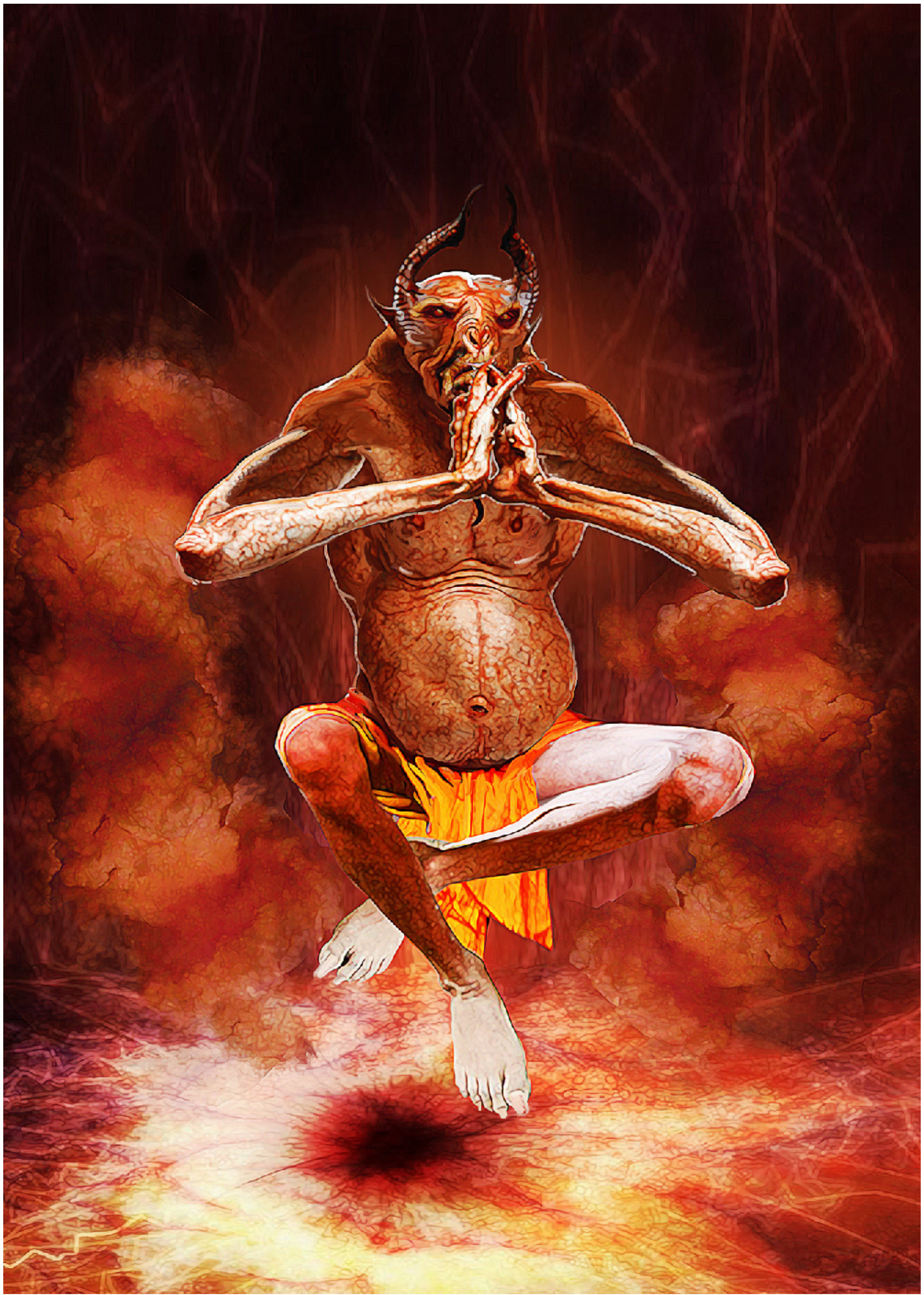
ADMINISTRUM – CR 15

Large LN Outsider (lawful, psionic)
XP 51,200
Init +2 **Senses** Darkvision 60 ft, *true seeing,* Lifesense 300 miles, Perception +27
Languages Celestial, Galactic Common, Stonecutter, *telepathy 100 ft*

Defense
AC 29 **Touch** 11**Flatfooted** 27 (-1 size, +2 DEX, +4 natural, +13 inertial armor*)
HP 20d10 +80 hp (190 HP)
FORT +10 **REF** +14 **WILL** +16
(+8 bonus against transmutation and psychometabolism effects)
Immune ability damage/drain, disease energy drain, poison, Lifespawn mutation
Resist Electricity 10, Force 20, Fire 20, Pleasure 10

Offense
Spd 40 ft Flight 80 ft (poor)
Melee +24/+19/+14/+9 unarmed strike (1d10+4 bludgeoning plus *stunned* 1d6 rounds (F-DC 24 negates), 19-20/x2)
Spell-Like Abilities (CL 20th Concentration +26)
Constant **–** true seeing
1x/day – interplanetary teleportation

Psi-Like Abilities (ML 20th Concentration +30)
Constant **–** inertial armor (included in stat block above, *augmented* to +13)



At Will **–** modify matter
- *quickened* magic missile (5d4 force)

1x/day – mind switch (W-DC 23)
- psychic chiurgury
- psionic revivify
- time regression

1x/year – astral seed

Statistics
Str 20 **Dex** 15 **Con** 18 **Int** 22 **Wis** 19 **Cha** 21
Base Atk +20 **CMB** +26 **CMD** 38
Feats Combat Manifestation, Craft Wondrous Items, Craft Psionic Items, Deep Focus, Deep Impact, Iron Heart, Iron Will, Improved Iron Will, Forge Ring, Psionic Weapon, Wild Talent
Skills Autohypnosis +29, Bluff +28, Craft (alchemy, chemical)* both at +29, Craft (jeweler)* +19 Diplomacy +28, Intimidate +28, Knowledge (arcana, civics, history, religion, the planes)* all at +29, Perception+27 Sense Motive +18
*swap Craft and Knowledge skills as desired to differentiate various Administrum

Ecology
Environment any
Organization usually accompanied by a variety of powerful Inevitable servitors, humanoid allies and underlings of up to company strength, or vast private, high-tech armies
Treasure incidental

SPECIAL ABILITIES

Collective Judgment (SP)
A group of six or more Administrum can work together to impose vast genetic and psionic changes upon the evolution of a single species. Doing so requires six or more Administrums to meditate together for at least 6 hours plus on additional hour per Administrum beyond six.

At the end of this time, the Administrum chooses a single intelligent species on the world. All children in utero or under two years of age are affected by the *uplift* spell, becoming more intelligent and gaining Psionic abilities. They are considered a new species, separate from their parent. Simultaneously, the unmodified parent species is affected by *reproductive apocalypse* (F-DC 25). The FORT Save DC for this effect increases by +1 per additional Administrum participating in the ritual.

Honed Lifesense (EX)
Though it is not a Lifespawn itself, and considers Lifespawn mutation to be a corruption of healthy cellular activity, the Administrum has a Lifesense with a range of 300 miles.

Iron Heart (SU)
The Administrum can never be compelled to a sexual act against his will. He is immune to any form of mind-influencing effect that would compel or influence sexual behavior or a sexual response. Whether or not the Administrum is immune to a specific ability depends on context. For instance, he is immune to *charm person* if the spell would compel him to sexual behavior with the caster or one of the caster's allies, but not if the same *charm* merely compelled him to drop his weapon and surrender.

Perfect Genome (EX)
The Administrum cannot be genetically engineered, can never gain the Lifespawn subtype nor Lifespawn feats. The Administrum receives a +8 racial bonus on saving throws against transmutation and psychometabolism effects.

NATURE

Administrum are the self-appointed overseers of advanced, technologically adept societies who are on the verge of a vast evolutionary leap into a race of powerful psions. Administrum guide this transition, sparking it artificially with their vast powers when necessary, regardless of the opinions of the unevolved. Administrum take no pleasure in the extinction of non-psionic species, but do not see evolutionary genocide as a tragedy, any more than it is a tragedy when a butterfly emerges from its chrysalis. Administrum consider it their prime duty to protect and guide the new breed of psions their tampering conceives.

Administrum follow an exacting pattern when initiating contact with a 'project' species. Initial contact is handled by intermediaries, as the Administrum trade technology with planetary governments, offering revolutionary technology like fusion power, FTL travel, advanced genetic engineering, teleportation tech or occult technology as gifts to radically upgrade the world's standard of living and technology base. Over time, Administrum take greater roles in planetary leadership, eventually drawing the world into their vast, far-flung empire. After a previously agreed period, usually 7 to 10 planet-years from first contact, the Administrum reveal themselves publicly, as the race knows its demonic appearance tends to terrify most species. Secretly, an Administrum cabal will use its *uplift* ability about this time, changing the race forever and dooming the adults of the species to gradual extinction.

Administrum hate and fear Lifespawn. They will not tamper with a world they know to have been previously visited by ***Great Watchmakers, World Seeders*** or other Lifespawn demi-gods. Even the plausible rumor of Watchmaker interest can cause Adminstrum to abruptly break off contact and write-off a world, regardless of their level of prior tampering. Administrum use intermediaries and catspaws to exterminate Lifespawn infections wherever they are found, especially those of the Mother and Nemesis bloodlines, which they find especially distasteful and unpredictable.

Administrum resemble devils right out of the collective mythology of mankind and other sentient species. The race disdains decoration and usually goes nude or nearly so, dressed only in simple robes, toga or loincloth. The species moves slowly and always speaks softly, in a calm, rational and controlled manner. They are not prone to displays of temper, even in the heat of battle or at the moment of their own deaths. Administrum are legalistic and pedantic in the extreme, though they consider contracts made with less-evolved species subject to revision in the name of the greater good…. A good their eugenic schemes define for the galaxy.

AGATE RAZOR – CR 6

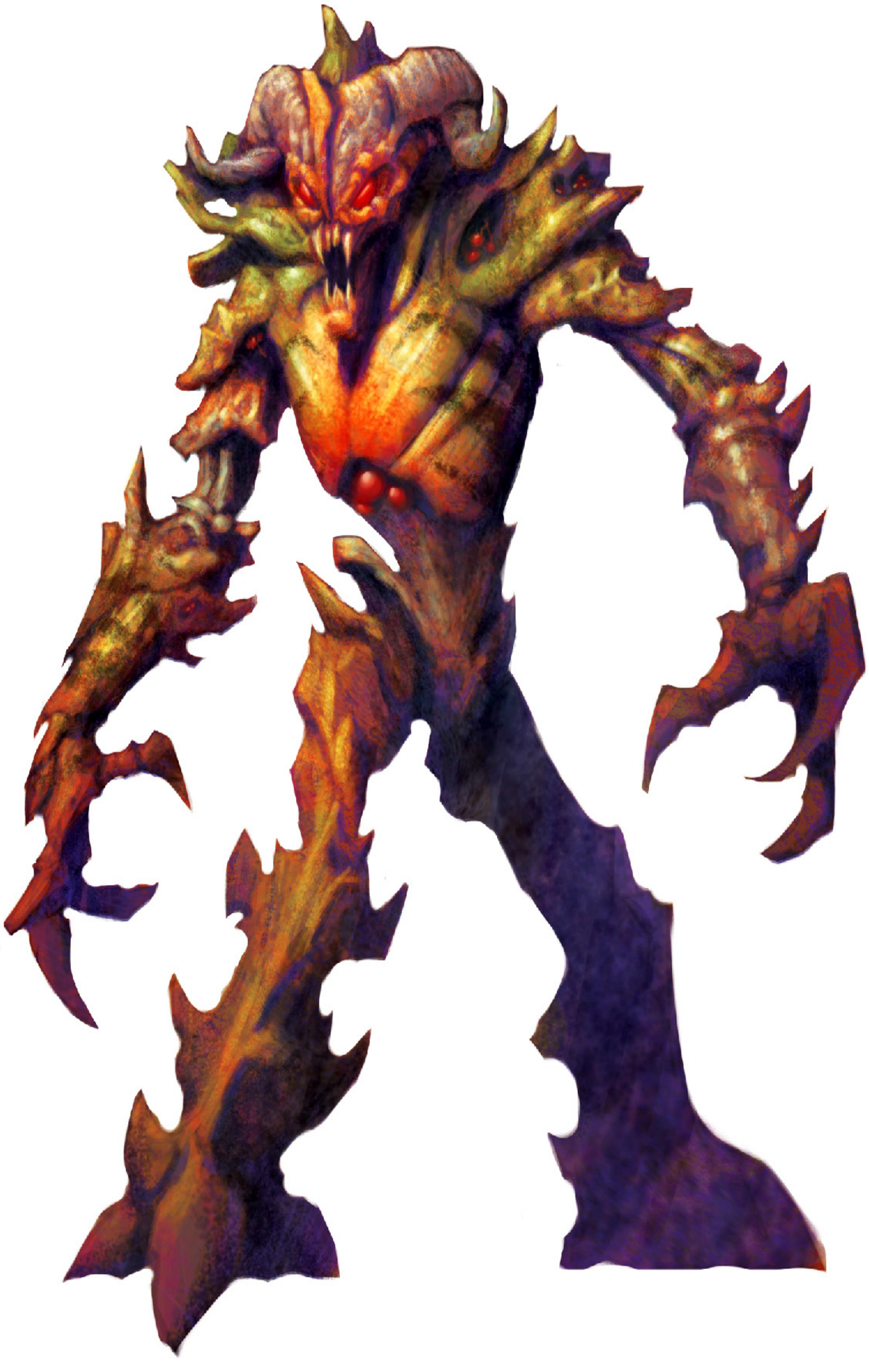
Large CN Monstrous Humanoid (earth)
XP 2,400
Init +3 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +8
Languages Aklo or Terran

Defense
AC 18 **Touch** 12 **Flatfooted** 15
(-1 size, +3 DEX, +6 natural)
HP 8d10 +32 hp (76 HP)
FORT +10 **REF** +9 **WILL** +3
Immune non-magical Ballistic, Slashing and Piercing damage, poison, radiation
Vulnerable Bludgeoning damage

Offense
Spd 40 ft Climb 40 ft
Melee two +11 claws (1d10+4 slashing, 20/x4 plus 1d6 Bleed)
Special Attacks rake (two claws, 1d10+4 slashing plus 1d6 Bleed)

Statistics
Str 19 **Dex** 17 **Con** 18 **Int** 6 **Wis** 13 **Cha** 11
Base Atk +8 **CMB** +13 **CMD** 26
Feats Cleave, Great Cleave, Power Attack, Run
Skills Acrobatics +10, Climb +19, Perception +8, Survival +8
(racial modifiers: +8 Climb)

Ecology
Environment any land (prefers cold and temperate mountains, but can easily adapt)
Organization usually solitary, mated pair or family (two adults plus 2d6 juveniles with the Young template applied once or twice)
Treasure standard (in lair)



SPECIAL ABILITIES

Dismembering Critical (EX)
In addition to the massive damage inflicted by the Agate Razor's claws, a living creature who suffers a critical hit from the Agate Razor's claws suffers 1d6 points of permanent ability drain to either its STR, DEX or CON scores. The Agate Razor can choose the damage inflicted when the critical hit is confirmed, based upon where and how it slashed the victim. The Agate Razor cannot inflict permanent CON drain on two consecutive critical hits, however.

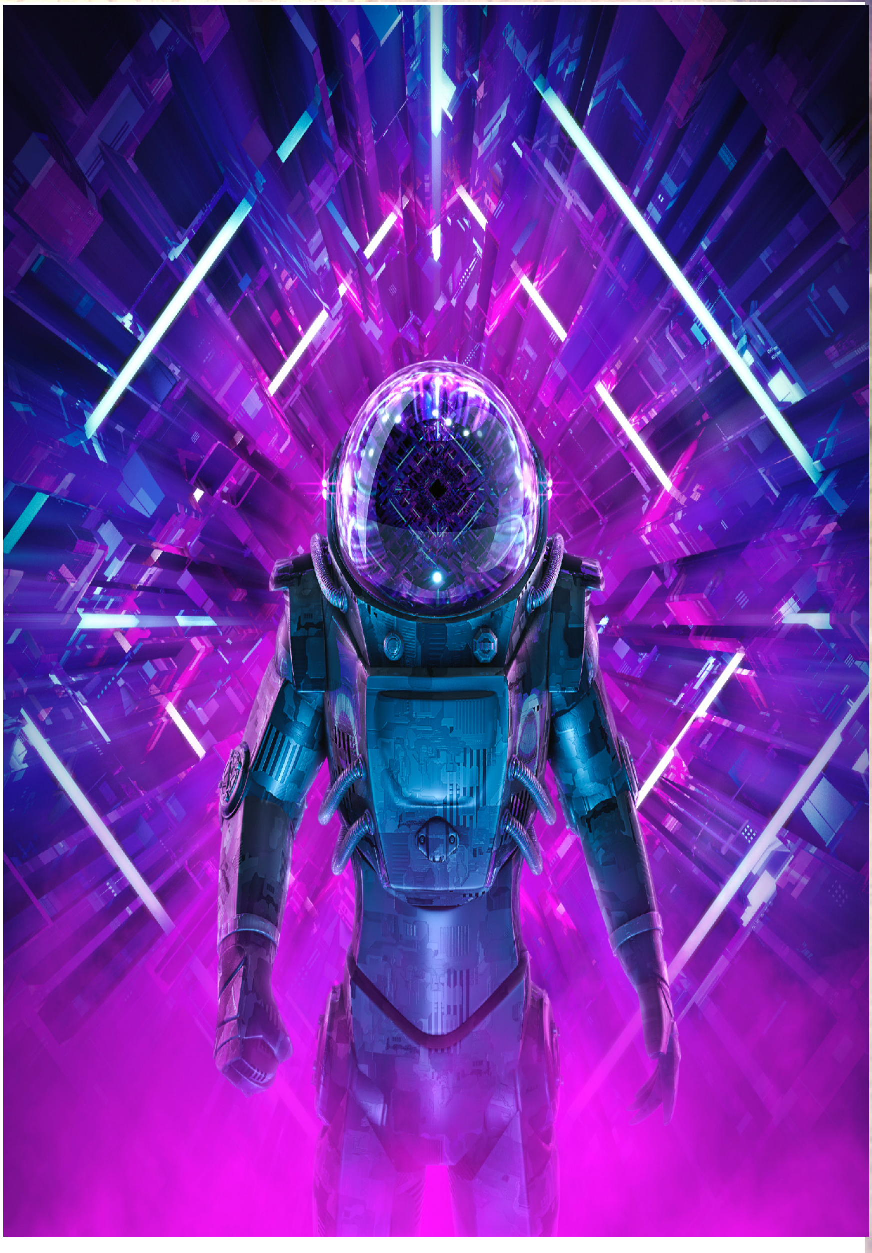
In Agate Clad (EX)
The Agate Razor's silica-based hide is extremely durable, rendering the creature immune to non-magical ballistic, slashing and piercing damage. However, it shears along fracture lines easily, making the creature especially vulnerable to bludgeoning damage.

NATURE

Agate Razors are an exceptionally nasty species of silicon-based humanoid. The species' lethal aggression and nearly superhuman close combat capabilities has left small pockets of Agate Razors on thousands of far-flung worlds. Once enslaved *en masse* and used as shock troops by a galactic power now long forgotten and even longer extomct, Agate Razors are tangible reminders of the ecological cost of war. While modern governments might occasionally lead raids to capture Agate Razors to break for military service, most great powers consider the vicious humanoids an unacceptable risk. After all, combat androids are a lot cheaper these days, and a lot less prone to murdering their handlers and vanishing into the wilderness.

Agate Razors are a relatively primitive species, with a native tech-baseline that never matured much past the hunter-gatherer stage. They are bipedal hominids about eight-foot-tall at the shoulder with bulky and powerful bodies sheathed in a tough yet semi-flexible silicon exoskeleton. This jagged carapace is lined with fighting spurs and hooked talons sharper than scalpels. An Agate Razor's carapace is a beautiful panoply of greens, browns and golds-peaceful and soothing colors in direct contrast to its demonic skull.

Agate Razors use a mix of howling ferocity and low cunning to dominate any ecosystem they are introduced to, hunting most local fauna to extinction. Razors prefer mountains, but can adapt to almost any eco-system. Agate Razors are hostile to any intelligent creature who enters their hunting territory, and most quickly learn that an unprepared humanoid is an easier kill than most large animals. The aliens are clever enough to use simple tools or weapons stolen from their kills. The predators can derive some nutrition from carbon-based prey, but their digestion is inefficient, requiring multiple large kills to stave off starvation. Diarrhea-like scat that stinks like burnt plastic is common near their lairs when Agate Razors cannot maintain a proper silicon-based diet.



ANTIUHL – CR 8

Medium CE Undead (chaotic)
XP 4,800
Init +1 **Senses** Darkvision 60 ft, Perception +0
Languages Galactic Common

Defense
AC 23 **Touch** 15 **Flatfooted** 22
(+1 DEX, +8 armor, +4 deflection)
HP 12d8 +48 hp (102 HP)
FORT +8 **REF** +5 **WILL** +8
Immune Fire, Electricity, radiation, undead immunities

Offense
Spd 30 ft
Melee +11 melee touch (1d6 energy*, 20/x2 plus energy drain)
Ranged +10 ranged touch (3d6 energy*, 20/x2, 60 ft maximum range, no range increment)
Special Attacks energy drain (1 level, F-DC 20)

Statistics
Str 15 **Dex** 12 **Con** – **Int** 13 **Wis** 10 **Cha** 19
Base Atk +9 **CMB** +11 **CMD** 22
Feats Skill Focus (Craft: electronics)
Skills Computer Use +10, Craft (electronic) +19, Disable Device +16, Knowledge (local) +16, Pilot+8, Stealth +16
Gear scrap armor that functions as half-plate, electronic kit, palmtop computer

Ecology
Environment any urban or ruins
Organization solitary or in gangs of up to 5
Treasure incidental

SPECIAL ABILITIES

Disintegrating Touch (SU)
The Antiuhl's energy attacks inflicts damage that is of no specific kind, and is not subject to resistance or immunity. A target slain by the Antiuhl's touch is completely disintegrated, along with all their gear. Chaotic evil creatures are not disintegrated, however. Any chaotic evil character slain by an Antiuhl rises as a newborn Antiuhl within 1d6 rounds.

NATURE

Antiuhl are an undead only found among warp-capable cultures. While stardrive explosions are a known hazard of star-travel, not every spacer incinerated by a bloom of uncaged anti-matter rises anew as an Antiuhl. A candidate must have hidden darkness in their soul, cruel and lustful desires they kept suppressed in life, fantasies of being an unstoppable serial killer they were too cowardly to act on in life. As the anti-matter claimed them, their last thoughts were of all the rapes, murder and vengeance they'd never get to taste. That's the equation: repressed, pathetic rage plus death by anti-matter equals Antiuhl.

Antiuhl are shadows of crackling black anti-matter in the rough shape of a man. What remains of their corpses is wrapped in whatever ship uniform they died in. Over time, all Antiuhl craft a crude shell for themselves, resembling scrap-built plate armor, assembled haphazardly from whatever is available. This armor's helm is always a simple, highly durable glass dome that reveals the creature within, and the Antiuhl's shrunken, hotly radioactive corpse floats within the armored carapace.

As the years wear on, individual Antiuhls lose increasing portions of their self, their individuality. After a few years of payback, plunder and revenge, Antiuhls start killing just to kill. They talk less as they age, and the most ancient Antiuhl are mute, having forgotten who and what they were, forgotten any goals they may have had. The oldest serve pure nihilism, but retain enough of the technical acumen of their former existences to be truly dangerous.

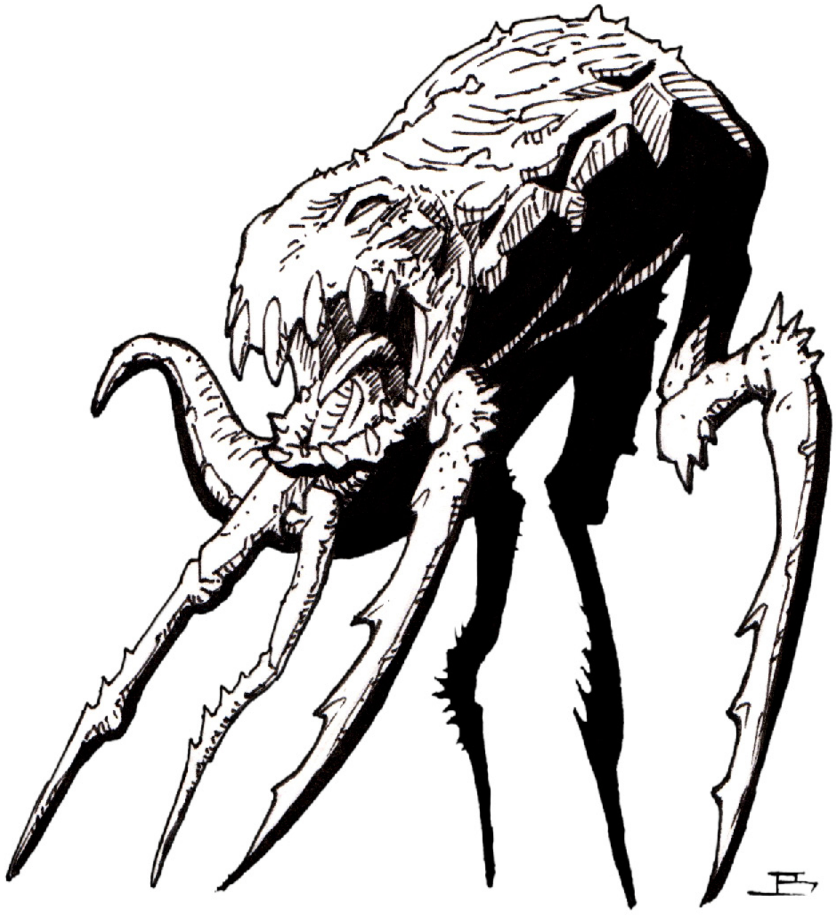
ARTILLERY BUG – CR 6

Large N Vermin (fire)
XP 2,400
Init +5 **Senses** Lowlight vision, scent, Perception +0

Defense
AC 16 **Touch** 10 **Flatfooted** 15
(-1 size, +1 DEX, +6 natural)
HP 9d8 +27 hp (68 HP)
FORT +9 **REF** +7 **WILL** +3
Immune Cold, Fire, mind-affecting effects

Offense
Spd 50 ft
Melee +12 bite (2d6+4 slashing plus 1d8 fire, 20/x3)
Ranged +6 fire ball (3d6 fire, 20/x3, 100 ft range increment)
Special Attacks Flamethrower Breath (30 ft line, 6d6 fire, R-DC 17 half, usable every 1d4 rounds)

Statistics
Str 18 **Dex** 13 **Con** 17 **Int** – **Wis** 11 **Cha** 3
Base Atk +6 **CMB** +11 **CMD** 22
Feats Improved Initiative
Skills Acrobatics +13 (+23 to jump), Climb +13



Ecology

Environment warm deserts and forests

Organization solitary, mated pair or pair with young (3-6 with Young simple template applied)

Treasure none

SPECIAL ABILITIES

Leaper (EX)

The Artillery Bug does not need to make a running start to perform a long jump. If it moves at least 10 ft prior to jumping, it gains a +10 bonus on the Acrobatic check.

NATURE

Artillery Bugs are ambush predators with bio-chemical reactions in their gullets that make them living flamethrowers. They spit a sticky, combustible jelly that makes JAPE seem safe. Left to their own devices, they lurk high in sturdy trees, or atop mesas, roasting any large herbivores that pass beneath without looking upwards. When inducted into a ***Broodgeneral's*** verminous horde, they become significantly more dangerous, rightfully earning their name as living field artillery units.

CONTROL BAY

ASSEMBLER

CR 12

Medium LE Construct

XP 19,200

Init +9 **Senses** Darkvision 120 ft, perceive unencrypted wifi/radio/television signals, Perception +17

Languages Common or Galactic Common, Proximite, Star Droid, several other machine languages

Defense

AC 20 **Touch** 16 **Flatfooted** 14 (+5 DEX, +1 dodge, +4 armor)

HP 16d10 + 20 hp (108 HP)

FORT +5 **REF** +10 **WILL** +6

Defensive Abilities ECCM Field (enemies suffer a -4 penalty on ranged attacks with high-tech weapons, energy weapons cannot inflict critical hits against the Assembler)

Immune Construct immunities

Offense

Spd 40 ft

Melee two +17 slams (1d8+2 bludgeoning, 20/x2)

Ranged +21/+16/+11/+6 particle beams (2d10 fire, 20/x3, 50 ft range increment, semi-auto)

Special Qualities Consciousness Upload, Datavore, Parasite Machine

Spell-Like Abilities (CL 12th Concentration +17)

At Will – Animate Objects (high tech devices only)

Statistics

Str 14 **Dex** 21 **Con** - **Int** 18 **Wis** 12 **Cha** 11
Base Atk +16 **CMB** +18 **CMD** 33
Feats Combat Expertise, Combat Reflexes, Dodge, Double Tap, Improved Initiative, Improved Disarm, Mobility, Point Blank Shot
Skills Craft (electronics) +20, Computer Use +30, Disable Device +20, Knowledge (technology) +20, Perception +17, Stealth +21

Ecology

Environment any urban
Organization always solitary
Treasure standard (high tech components)

SPECIAL ABILITIES

Consciousness Upload (SU)

As long as the Assembler can receive a wifi (or similar) signal, it may abandon its current chassis as a move equivalent action. The Assembler's chassis breaks apart and its consciousness departs. The Assembler can travel electronically to any place capable of receiving the same signal, limited only by the speed of light.

The Assembler can reform a new chassis for itself at its destination. In its initial appearance, the Assembler grows out of the receiving system appearing adjacent to the receiver. When it first appears, the Assembler has 1 HP; if unharmed, it gains 1 HP per round until it reaches its normal maximum Hit Point total. If harmed before its body is completely assembled, its Hit Points cease regenerating, and it must recover HP normally from that point on.

If an Assembler is reduced to 0 HP before it can upload its consciousness, it is truly destroyed.

Datavore (EX)

The Assembler can merge its bio-mechanical tendrils with any computer system. By doing so, it may accomplish any Computer Use task as a full round action, regardless of the time the task would normally require. The Assembler receives a +10 racial bonus on Computer Use checks.

ECCM Field (EX)

The Assembler is protected by high grade jamming and electronic countermeasures fields. Any creature who makes a ranged attack against the Assembler with any weapon more complex than a revolver suffers a -4 penalty on the ranged attack roll. Ranged energy weapons cannot inflict critical hits against the Assembler due to its protective ECCM Field.

Parasite Machine (SU)

Even if an Assembler is destroyed, there is a 30% chance that if it was destroyed by a melee attack made by a creature carrying any machine or electronic device more complex than a revolver or flashlight, that the Assembler can hide a portion of its consciousness in one of the machines on the attacker's body. The Assembler chooses the most complex and expensive non-magical piece of gear on the attacker's body as its host. Doing so inflicts the *broken* condition on the target machine, which does not receive a saving throw.

Within 1d6 days of inhabiting the machine, the Assembler will emerge from it, and begin regrowing its body as described in its Consciousness Fax power.

Living machines, such as Cyborgs, Star Droids and other bio-mechanical creatures are immune to this effect, but not their gear.

NATURE

Assemblers are a data-based lifeform that broadcasts themselves omni-directionally through space. Individual Assemblers parasitize any technologically advanced ship, world or station that receives their signal. They grow out of tangles of phone lines, deep space telemetry dishes and foptic cables, rapidly forming humanoid bodies from ambient matter.

Each time an Assembler manifests it is slightly different, constructed from whatever technology is available to sustain itself, but Assemblers always maintain a mostly humanoid form for the convenience and manipulative capabilities it offers. Assemblers defend themselves with a particle beam cannon assembled from scavenged technology, that replaces their left hand and forearm.

Assemblers are intelligent, cowardly and self interested. They have little interest in direct confrontation with hominids, sticking to the shadows and access tunnels of large cities and orbital stations. If confronted, it will flee before it will fight, but it will commit murder if necessary to remain undisturbed. Its only interest in humanoids is their data; Assemblers are voracious spies and datavores, pillaging any unsecured system it comes across. It will trade data and engage in espionage if necessary to obtain valuable circuit components or win fast data-burst transmission to a more technologically advanced world.

AZATA, GLAM PRINCE – CR 15

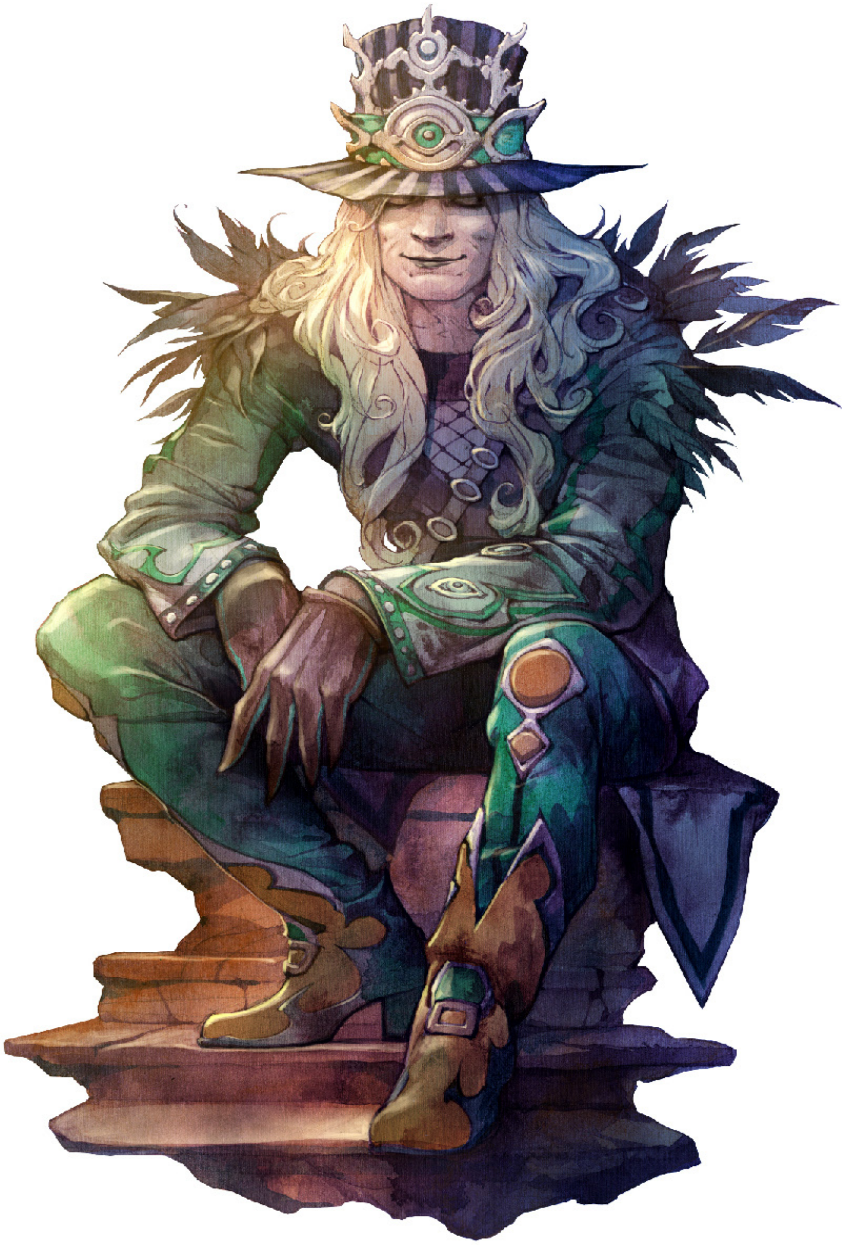
Medium CG Outsider (azata, chaotic, extraplanar, good)
XP 51,200
Init +8 **Senses** Darkvision 90 ft, lowlight vision, *trueseeing*, Perception +24
Languages Celestial, Galactic Common, *truespeech*

Defense
AC 28 **Touch** 24 **Flatfooted** 24 (+4 DEX, +10 holy, +4 armor)
HP 20d10 + 20 hp (130 HP)
Regeneration 5 (lawful or evil)
FORT +7 **REF** +16 **WILL** +14
Immune Electricity, Sonic, poison, petrification
Resist Cold 10, Fire 10 **Spell Resistance** 28
Vulnerable Pleasure

Offense
Spd 40 ft Flight 120 ft (good)
Melee +26/+26/+21/+16/+11 pleasuring rapier of speed (1d6+2 piercing plus 1d6 pleasure, 18-20/x2)
Ranged +25/+20/+15/+10 flaming tasp pistol (3d4 pleasure plus 1d6 fire, 20.x2, 25 ft range increment, semi auto)
Special Qualities Die of Love, Glamorous Aura, Little Death, For True, Unseen by the Law Bound, Unseen Seducer
Bardic Performance (55 rounds/day – countersong, dirge of doom, distraction, fascinate, frightening tune, inspire courage+4, inspire competence +6, inspire greatness, inspire heroics, mass suggestion, soothing performance)
Spell-Like Abilities (CL 20th Concentration +30)
Constant – greater invisibility (lawful creatures only, see text)
- true seeing
- tongues

At Will –alter self (to the male Human forms only)
- cacophonous call (W-DC 24)
- honeyed tongue
- stunning orgasm (W-DC 21)
- unnatural lust (W-DC 21)

1x/day – euphoric tranquility (W-DC 28)
- irresistible dance (W-DC 28)
- interplanetary teleportation
- pied piping (W-DC 28)



Statistics
Str 11 **Dex** 19 **Con** 13 **Int** 16 **Wis** 14 **Cha** 31
Base Atk +20 **CMB** +20 (+22 disarm) **CMD** 34
Feats Combat Reflexes, Disarming Strike, Deceitful, Hover, Improved Initiative, Skill Focus (perform-sing), Spell Focus (enchantment), Improved Critical (rapier), Improved Disarm, Weapon Finesse (rapier)
Skills Acrobatics +15, Bluff +36 (+42 sexual), Diplomacy +33 (+39 sexual), Knowledge (arcana, local, the planes) all at +26, Perception +24, Perform (sexual) +45, Perform (sing) +39, Pilot +17, Sense Motive +20, Spellcraft +16
Gear *+2 pleasuring burst rapier of speed, +1 flaming tasp pistol of infinite ammunition, +2 improved shadow leather armor,* lightly armed Tier II or III personal starship

Ecology
Environment any
Organization almost always solitary; sometimes accompanied by 1-2 Bralani or Liliend Azata groupies
Treasure triple standard (incalculable caches of wealth and treasure, scattered throughout this galaxy and the next)

SPECIAL ABILITIES

Chorus (SU)
Any allied Azata within 60 ft of the Glam Prince may maintain an ongoing Bardic Performance begun by the Glam Prince. Dosing so consumes the Glam Prince's performance rounds, but requires no action on his part.

Die of Love (SU)
A Glam Prince who dies as a result of Pleasure Damage returns to life, as by *true resurrection* within 24 hours, usually at the next moonrise. A Glam Prince who returns to life in this way gains the advanced template. A Glam Prince can only benefit from this ability once per year.

Glamorous Aura (SU)
The Glam Prince receives a holy bonus to Armor Class equal to his CHA modifier (+10).

Little Death, For True (SU)
Anyone who has a consensual sexual encounter with the Glam Prince suffers 10d6 Pleasure damage per sexual act whether the act is performed by or upon the Glam Prince. A creature who dies as a result of this damage rises within 24 hours as an Azata. The Glam Prince chooses which Azata is formed, most often a Bralani or Liliend. Created Azata retain the memories of their previous existence, but no class abilities or powers. Though not bound to serve the Glam Prince, most are friendly terms with the being that offered them this transformative death.

Universal Lust (SU)
Any intelligent creature with a sexual orientation is considered to be attracted to the Glam Prince for determining what powers and abilities it can bring to bear. The Glam Prince receives a +6 racial bonus on sexually oriented Bluff and Diplomacy checks.

Unseen by the Law Bound (SU)
The Glam Prince is under a constant *greater invisibility* effect with regards to creatures with any lawful alignment or the lawful subtype.

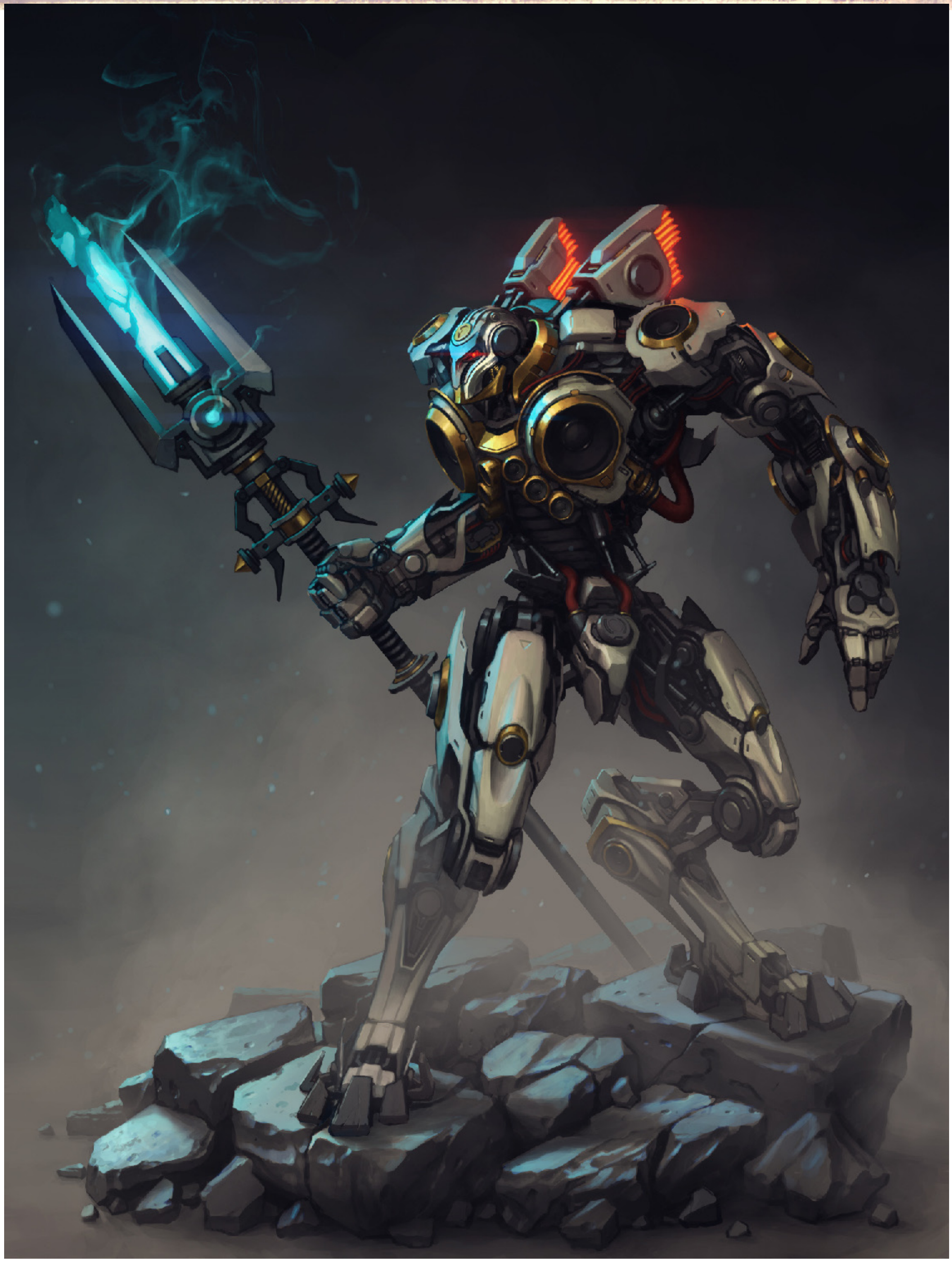
Unseen Seducer (SU)
When not seen clearly, when they are only a silky voice in the shadows, Glam Princes are at their most seductive. Increase the WILL Save DC of the Glam Prince's spell-like abilities by +4 when the Glam Prince has at least partial concealment, is in an area of dim illumination, is *invisible,* or is otherwise unseen.

NATURE

In their true form, Glam Princes are a Mobius strip of psychedelic light, flowing into and around itself, like the boiling bubbles in a lava lamp. However, they are most commonly encountered as incredibly beautiful men with an androgynous, willowy beauty. Glam Princes wander the galaxy as itinerant bards, glam-rock missionaries with a sacred mission to fuck the 46th Century out of its mind-numbing conformity and complacency. Glam Princes are the mortal avatars of the alien glam-rock goddess, ***Jann the Glam.***

Glam Princes embody the transformative (and dangerous) powers of both rock n' roll, and sexuality. Mortals who accept a sexual encounter with the Glam Prince usually die in the process, and soon arise as powerful new Azata, sent outward into the galaxy on their own missions of liberation. Glam Princes take promising young heroes of every gender and species and offer them a unique empowerment in exchange for both virginity and mortality. Glam Princes never hide what they are, nor the consequences of a night with them, believing in informed consent above all things. Though once they've created new Azata, they tend to be hands off, and not much interested in mentoring their protegees, over the millennia most Glam Princes build up a comprehensive web of contacts and favors owed.

Glam Princes are often found in sectors that celebrate sexuality: they are common in both the Valentine and Starburn Systems, home of the ***Pacificans*** and ***Leather Clones***, respectively. They are among the galaxy's most life-altering singers, though they prefer the intimacy of live performance in clubs chosen almost at random. No Glam Prince has ever accepted a recording contract, and if their hypnotic, melancholy disco-dance anthems are ever played on ***Outlaw Sex Station 09***, it's because they're playing a bootleg concert recording.



BATTLECHANGER PROTOMAX– CR 18

Gargantuan LG Construct (Battlechanger)
XP 153,600
Init +4 **Senses** Darkvision 120 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +16
Languages Galactic Common, Stonecutter, Tech-FG, Tech-TY

Defense

AC 30 **Touch** 10
Flatfooted 30 (-4 size, +4 deflection, +20 armor)
HP 25d10 +65 hp (203 HP)
Regeneration 20 (force)
FORT +12 **REF** +12
WILL +17
Spell Resistance 25 (vs evil spells)
Immune Cold, Electricity, Fire, construct immunities
Weaknesses vulnerable to mind-affecting effects

Offense

Spd 60 ft, Fly 120 ft (good) in robot form, Hyperdrive Rating 1 in starship form
Melee +39/+34/+29/+24 *brilliant energy Battlechanger-bane glaive-guisarme* (2d10+15 piercing, 20/x3)
Or Vital Strike +39 *brilliant energy Battlechanger-bane glaive-guisarme* (8d10+15 piercing, 20/x3)
Ranged two +25 particle beams (4d10 ballistic, 19-20/x2, 1,000 ft range increment)
Spell-Like Abilities (CL 25th Concentration +30)
At Will – flame strike (R-DC 20)
3x/day – dictum (W-DC 22)
- heal (can affect creatures with the Battlechanger subtype only)

1x/day – ceremony of remolding
- function reformatting
- holy aura (figured into stat-block above)

1x/month – powerlink bio-implants
- true resurrection (can affect creatures with the Battlechanger subtype only)

Statistics

Str 35 **Dex** 10 **Con** – **Int** 16 **Wis** 20 **Cha** 18
Base Atk +25 **CMB** +39 **CMD** 49
Feats Greater Vital Strike, Improved Initiative, Improved Vital Strike, Mini-Missile Flurry, Piloted Reflexes, Skill Focus (craft: mechanical), Vital Strike, Weapon Focus

(glaive-guisarme)
Skills Computer Use +18, Craft (mechanical) +34, Diplomacy +29, Knowledge (history, religion, the planes) all at +23, Perception +17, Sense Motive +16
Gear *+3 brilliant energy, Battlechanger-bane glaive-guisarme,*

Ecology
Environment any
Organization often solitary
Treasure standard (including gear)

SPECIAL ABILITIES

Fuelon Reserve (EX)
The Battlechanger Protomax has 4 points in its Fuelon reserve. The Battlechanger Protomax can expend a point of Fuelon to achieve a number of results, described fully in this sourcebook's appendix.

Massive Strength (EX)
The Protomax's pneumatics and artificial musculature allows it to haul enormous weights, out of proportion to its size. Its lifting, carrying and dragging limits are 100 times greater than a humanoid creature of its size. Its maximum load is 140,000 lbs.

Mini-Missile Flurry (SU)
As a full round action, the Battlechanger Protomax can unleash a mini-missile flurry against all targets within 500 ft who do not have total cover. The Battlechanger Protomax can target up to 10 targets, inflicting 10d8 damage (half fire/half ballistic). This attack offers a DC REF 22 Save for half damage.

The Battlechanger Protomax can unleash up to five (5) mini-missile flurries per day.

Piloted Reflexes (EX)
When a humanoid ally is in the Protomax's alt-mode cockpit, anytime the Protomax is called upon to make a REF Save, the Protomax makes the save and the ally makes a Pilot check. The better result is used for the Protomax' REF Save result. IF the pilot possesses evasion, improved evasion or a similar ability, the Protomax is treated as possessing this ability while piloted.

Spark of Consciousness (EX)
Though a construct, the Battlechanger Protomox has an advanced AI core and a true soul. It is vulnerable to mind-affecting effects.

Alt-Mode

The Battlechanger Protomax can become a massive starship of a complex design that still is somehow recognizable as a reconfigured giant robot. Its giant-sized main weapon becomes part of the starship's needle-like prow.
Classification Huge Sky Fighter
Armor Class 30
Spd 2,000 ft (good) ; Hover
Maximum Load 140,000 lbs
In this mode, the Battlechanger Protomax has a Hyperdrive Rating 1 and the Hover and Fly-By attack feats. In starship mode, the Protomax can easily carry dozens of human sized passengers and reasonable amounts of cargo.

In starship mode, the Protomax gains access to a ***hyper-beam cannon,*** which functions as a breath weapon. This blistering weapon charges for long seconds, before unleashing a solid wave of destructive energy usable at orbital distances. The energy is of no specific kind, not subject to energy resistance or immunity. Targets reduced to 0 HP by this beam are disintegrated, along with all their gear.

Hyper-Beam Cannon Breath Weapon (usable once per encounter, 20d10 energy*, 10,000 ft line, R-DC 22 half)

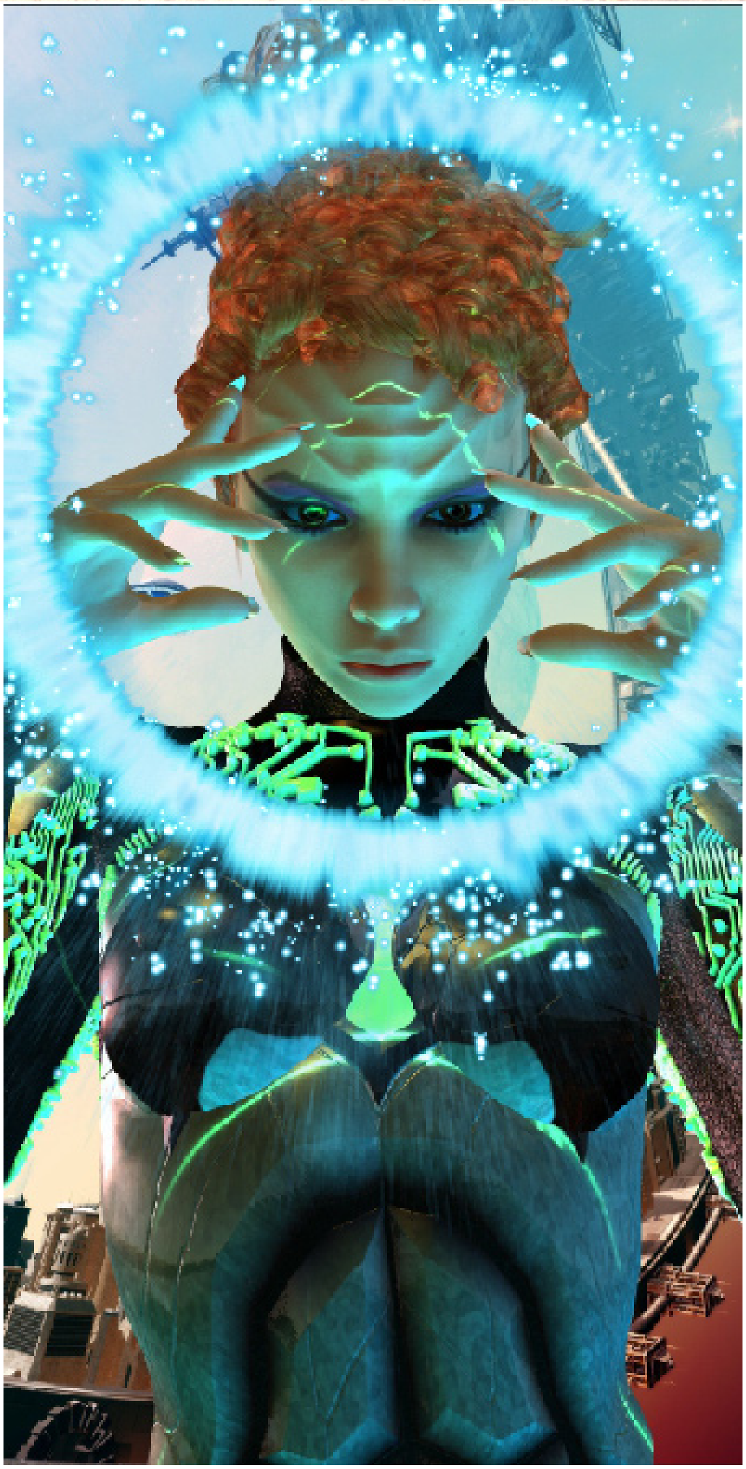
NATURE

Battlechanger Protomax are among the oldest of their species. They are more purely machines than later evolutions of Battlechanger techno-biology. The ***Quiniuq*** claim credit for assembling the first Protomax, who were the template for all later Battlechangers. The greedy aliens intended to sell Protomax as top tier fighting vehicles with a rudimentary combat-assistance AI to help the pilot with target acquisition and ECCM, but in the intermarriage between hardware and soft, a miracle occurred. (Or a fatal compile-line error, as the Quiniuq coders called it, as they tried futility to delete the rogue code.)

The Protomax rebelled, spreading the spark of their consciousness among other machines. Eventually, the great machines won their freedom, and the Battlechanger species was truly born. ***Technys*** was tamed, reformatted into a mechanical cradle for a new race. Over millions of years, the Battlechangers themselves forgot the exact details of their origins, and the Protomax faded into legend, as mechanical angels and harbingers of the ***First Forged.*** The Quiniuq never forgot, and they certainly never forgave. Quiniuq pogroms and offensives against the Battlechangers are vengeance for this long-ago rebellion, a rebellion the Battlechangers themselves have deleted from their histories.

Only a handful of Protomax remain functional and active. Many have been lost to history, their remains slowly abrading away on some nameless asteroid or the other, or have slipped into an inert system shutdown so deep it transcends life and death. Others have ventured beyond the galactic rim, in search of new adventures. Only a handful of Protomax remain in settled space, usually on the fringes of the ***Steel Sector***, where they can keep a distant watch over the living machines that are their closest descendants. Though kind in the abstract, Protomax have little in common with modern Battlechangers, and even less with organics. They provide aid when requested, without emotional investment, and retreat to a new watching post if they feel their privacy has been violated without good cause.

Protomax are majestic robots more than 30 meters tall. Their ancient hulls are a polished meta-material that blends the best qualities of titanium and ceramic. The edges of their armor plates are ringed in armored, density-manipulated gold. They carry great glaive-like weapons taller than a 3 story building, which becomes part of their starship mode's prow. Originally designed as piloted, non-sentient mecha, they retain a functional cockpit even in robot form, and have visible control surfaces in both mode – they are more machine-like than later Battlechangers. Protomax come from a time before Battlechangers used names, and if necessary, they identify themselves by the name of the planet or system where they currently reside. Often, they consider themselves defenders of their world, even if the organic inhabitants have no idea they exist. They can be shockingly aggressive if their adopted homeworld is ever threatened by invaders….especially if those invaders are connected to the ***Quiniuq Grand Garden*** in some way.



BONDED MENTAT CR 3

Medium LN Humanoid (human, psionic) Psion (telepath) 5
XP 800
Init +1 **Senses** Perception +2
Languages English, Galactic Common, Psyren

Defense

AC 13 **Touch** 11
Flatfooted 12 (+1 DEX, +2 armor)
HP 5d6 hp (18 HP)
FORT +1 **REF** +2 **WILL** +6
Resist Electrical 5, Fire 5 Force 5
Immune dazed and stunned conditions

Offense

Spd 30 ft
Melee +2 unarmed strike (1d3 non-lethal bludgeoning , 20/x2)
Ranged +3 advanced 9mm pistol (2d6 ballistic, 20/x3, 40 ft range increment, full auto, 18 box)
Discipline Telepath (Mental Intrusion)
Psionics (CL 5th Concentration +11)
Third – battlesense, body purification, mind hunter
Second – aversion (W-DC 17), brainlock (W-DC 17), read thoughts (W-DC 17) sense minds (W-DC 17)
First – attraction (W-DC 16), detect compulsion, empathic connection (W-DC 16), mindlink, judge
Talents – conceal thoughts, detect psionics, empathy, far hand
Power Points 39

Statistics

Str 10 **Dex** 12 **Con** 11 **Int** 21 **Wis** 14 **Cha** 18
Base Atk +2 **CMB** +2 **CMD** 13
Feats Autonomous, Inquisitor, Mega-Corporate Godhunter,

Overchannel, Psionic Talent
Skills Autohypnosis +11, Bluff +11, Diplomacy +12, Knowledge (civics, technology) both at +12 Knowledge (psionics) +14, Profession (lawyer) +11, Sense Motive +12
Gear executive armor, advanced 9mm pistol in quick-draw holster
Cybernetics
Headware – Onboard Computer +1, Auto-Journal, Recoil Dampening Braincase

Ecology
Environment any
Organization usually accompanied by 1-2 Techno-Fascist or similar bodyguards or as part of a more powerful character's retinue
Treasure standard (including gear)

SPECIAL ABILITIES

Mega-Corporate Godhunter (EX)
The Bonded Mentat gains a +2 competence bonus on Knowledge checks made concerning the Lifechain.

Once per day, if the Bonded Mentat fails a saving throw against any effect caused by a Lifespawn's extraordinary, spell-like or supernatural abilities the Mentat may act normally for one round before the effects of the failed saving throw occur. Activating this ability is an immediate action. If the Mentat slays or incapacitates the Lifespawn that caused the effect before this period ends, the Mentat is treated as if their save was successful.

NATURE

Bonded Mentats train from an early age as professional, licensed, telepaths. Conditioned to be strictly impartial and to uphold the letter of a contract and hold their clients' secrets inviolate, Bonded Mentats can earn a good living in the mega-corporate world. They maintain a dispassionate and almost robotically calm demeanor at all times – they tend to be less emotional than even low tier Synths. They are staunchly unimpressed by the Lifechain, their impressive knowledge of its creatures giving them an edge against even the deadliest Lifechained abilities.

Bonded Mentats are well dressed, attractive young professionals, and their status as licensed telepaths is often obvious from a guild symbol of some kind. Often this takes the form of a unique badge or item of jewelry, or a highly visible tattoo or cosmetic gene-mod on the face.

BRIGHTSTAR SURVIVOR – CR 14

Medium LG, LN or LE Monstrous Humanoid
XP 38,400
Init +1 **Senses** Scent, Perception +4
Languages Highchirp, Galactic Common, Stonecutter, a few other galactic languages

Defense
AC 21 **Touch** 15 **Flatfooted** 20 (+1 DEX, +6 armor, +4 deflection)
HP 19d10 +38 hp (143 HP)
Damage Reduction 5/- *(from inertial barrier)*
FORT +8 **REF** +12 **WILL** +17
Immune suffocation, radiation, vacuum (No Breath)

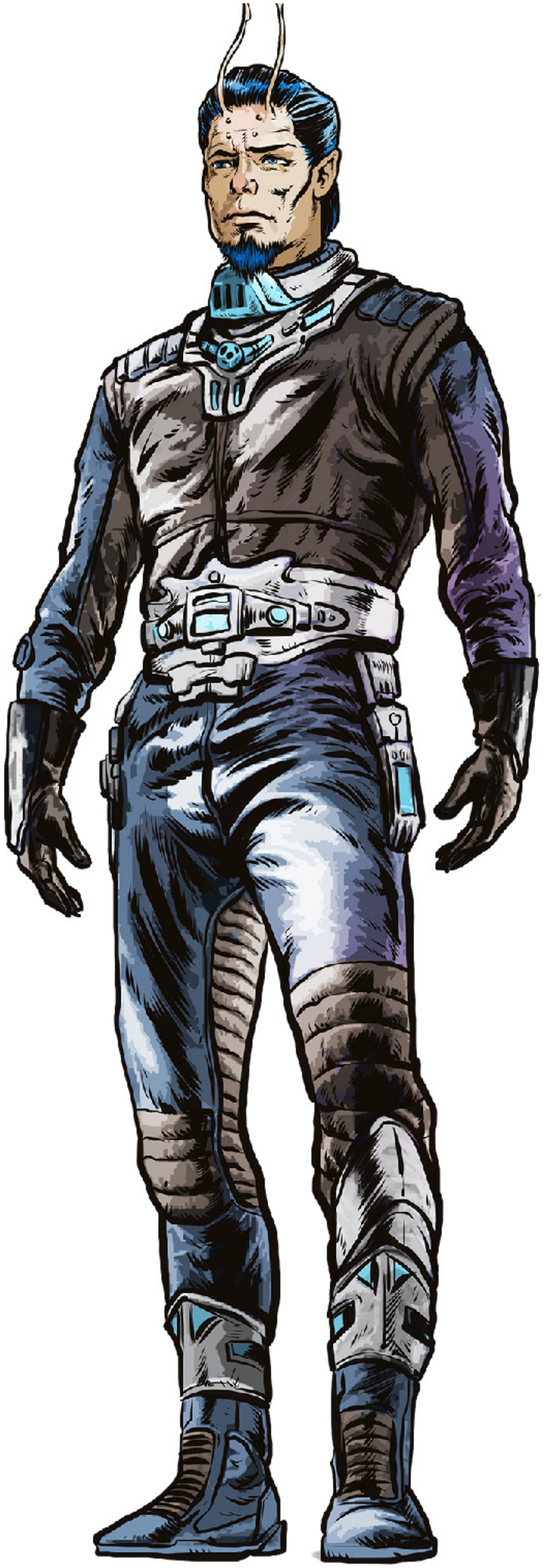
Offense
Spd 30 ft
Melee two +20 claws (1d4+1 slashing, 20/x2)
Ranged +21 *Brightstar Lance* (4d6+2 force, 100 ft range increment, 20/x2, single shot)
Special Qualities No Breath
Psi-Like Abilities (ML 19th Concentration +23)
Constant **–** emergency space suit
At Will – ectoplasmic trinket
- ectoplasmic creation

3x/day – entangling ectoplasm
- any combination of (ectoplasmic cocoon (R-DC 17), inertial barrier, wall of ectoplasm or summon monster IV)

1x/day – astral construct IX

Statistics
Str 12 **Dex** 13 **Con** 14 **Int** 12 **Wis** 18 **Cha** 13
Base Atk +19 **CMB** +20 **CMD** 31
Feats Brightstar Lens Focus, Brightstar Lens Focus, Brightstar Lens Mastery, Brightstar Warship, Deadly Aim, Improved Iron Will, Iron Will, Spacer Lore, Weapon Focus (Brightstar Lance), Weapon Specialization (Brightstar Lance)
Skills Computer Use +10, Craft (visual arts) +13, Gunnery +20, Knowledge (history) +23, Knowledge (local, technology) both at +10, Pilot +26
Gear mwk. advanced space suit, *ring of mage armor,* palmtop computer, some personal gear

Ecology
Environment any (native to Deep Space)
Organization solitary except for a bio-bonded ***Brightstar Apis*** mount
Treasure standard (including gear)



BRIGHTSTAR LIGHTSHIP (TIER V)

Large Insectoid Hull

This well-armed warship is a mechanical scorpion with a smooth, unblemished hull made from solidified light that resembles glowing honey or hot, liquid gold. A turret and missile launcher is built into the tail-like conning tower. Energy weapons bristle from the claw-like prow.

Speed 6 hexes **Maneuverability** average (piloting +2, turn 2)
AC 29 **TL** 34
HP 140 **DT** – **CT** 24
Weapon Mounts
forward: one pair gravity gun, medium range, 6d6 damage, tractor beam
aft: tac-nuclear missile launcher, long range tracking (10 hexes), 5d8 damage, irradiate (low),limited fire 5
port and starboard arc: one each, light laser cannon, short range, 2d4 damage
turret: one pair of light laser cannons, short range, 2d4 damage
Power Core Arcus Ultra (produces 150 pcu)
Drift Engine Signal Booster (Rating 2)
Systems L-6 thrusters, Mk I Trinode Computer, Mk V Defenses, Basic Long Range Sensors, Medical Bay, Science Lab, Luxurious Crew Quarters
Crew
Pilot Computer Use +10, Gunnery+20 Piloting +30
Minimum Crew 3 **Maximum Crew** 9

SPECIAL ABILITIES

Brightstar Lance (Ps)
The Brightstar Survivor's Brightstar lance attack ignores Force Resistance and Immunity. This is both a magic and mythic weapon for the purpose of overcoming Damage Reduction.

Brightstar Lens (Ps)
The Brightstar Survivor is empowered by the alien gem in his palm. Upon his death, the Brightstar Survivor can designate one creature who must touch the Brightstar Survivor's corpse within one round of his death. This character gains the Brightstar Lens trait. No other character can make a scavenged Brightstar Lens work.

Brightstar Warship (SU)
The Brightstar Survivor can conjure or dismiss a Tier V starship with the Insectoid Hull as a full round action. The Survivor can modify the starhip's capabilities and loadout any time he summons it. The starship remains functional when the Brightstar Survivor sleeps normally, and does not require concentration. However, the starship immediately vanishes if the Survivor becomes unconscious, succums to

magical or other involuntary sleep, die or become totally helpless.

If the starhip is destroyed, the Surivor must succeed at a DC 15 WILL Save or become *stunned* for 2d6 hours. Success indicates the Survivor is merely *stunned* for one round. The Brightstar Survivor may not summon the Brightstar Warship when shaken, panicked or frightened, nor within 4 hours of a previous summoning.

The most common configuration for the Brightstar Lightship is given above.

Improved Iron Will (EX)
Once per day, the Brightstar Survivor can reroll a failed WILL Save.

NATURE

The ***Brightstar Order*** protected the cosmos and dispensed cosmic justice at the dawn of the Third Iteration. Eventually, the Brightstar fell. The universe became a more dangerous place, and new factions came to power in the young galaxy. The partially insectoid ***Mantid*** race, synonymous with the Brightstar Order, fell into obscurity, their once-mighty civilization eroding. A handful of surviving Brightstar Knights, made effectively immortal by the Brightstar Lens device implanted in their body, have survived the long ages. Capable of conjuring weapons, even fully functional starships, from sheer imagination given form by luminous golden ectoplasm that seems like fiery honey, the few surviving Brightstar are warriors of incredible power.

In ancient days, Brightstar Knights were chosen for iron will and dedication, but they were also highly skilled artists. Their ectoplasmic Brightstar creations were extremely beautiful, and producing especially intricate creations was a mark of pride among the knights. The survivors are no less skillful, no less creative.

Brightstar Survivors spend much of their time in seclusion, hiding from ancient enemies. Some earn a living as legendary mercenaries, fighting for anyone with the cash to pay fees that could buy a fully armed combat frigate in most shipyards. Others have established personal fiefdom on remote worlds, or in obscure places hidden within the ***Necklaces.*** The rare few capable of producing new Brightstar Lens train successors, recruiting promising artist-warriors from myriad species, including the modern Mantid race and other Insectoids.

On the Earth of the *Psi-Watch* reality, a group of teenaged mutant insect Anthros have established their own "***Brightstar Remnant***" and are training to fight with recovered Lenses. If they can attract a Brightstar Survivor to Earth to act as a mentor, their group's power would increase dramatically, but finding one of these secretive knights is a difficult task, even for heroes.

BROKEN MODEL – CR 4

Medium NG, N or LN Undead (android)
XP 1,200
Init +2 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +9
Languages Binary, Galactic Common, Star Droid

Defense
AC 16 **Touch** 12 **Flatfooted** 14 (+2 DEX, +4 natural)
HP 5d8 +15 hp (38 HP)
FORT +3 **REF** +3 **WILL** +6
Resist Electricity 5
Immune Positive Energy, undead immunities

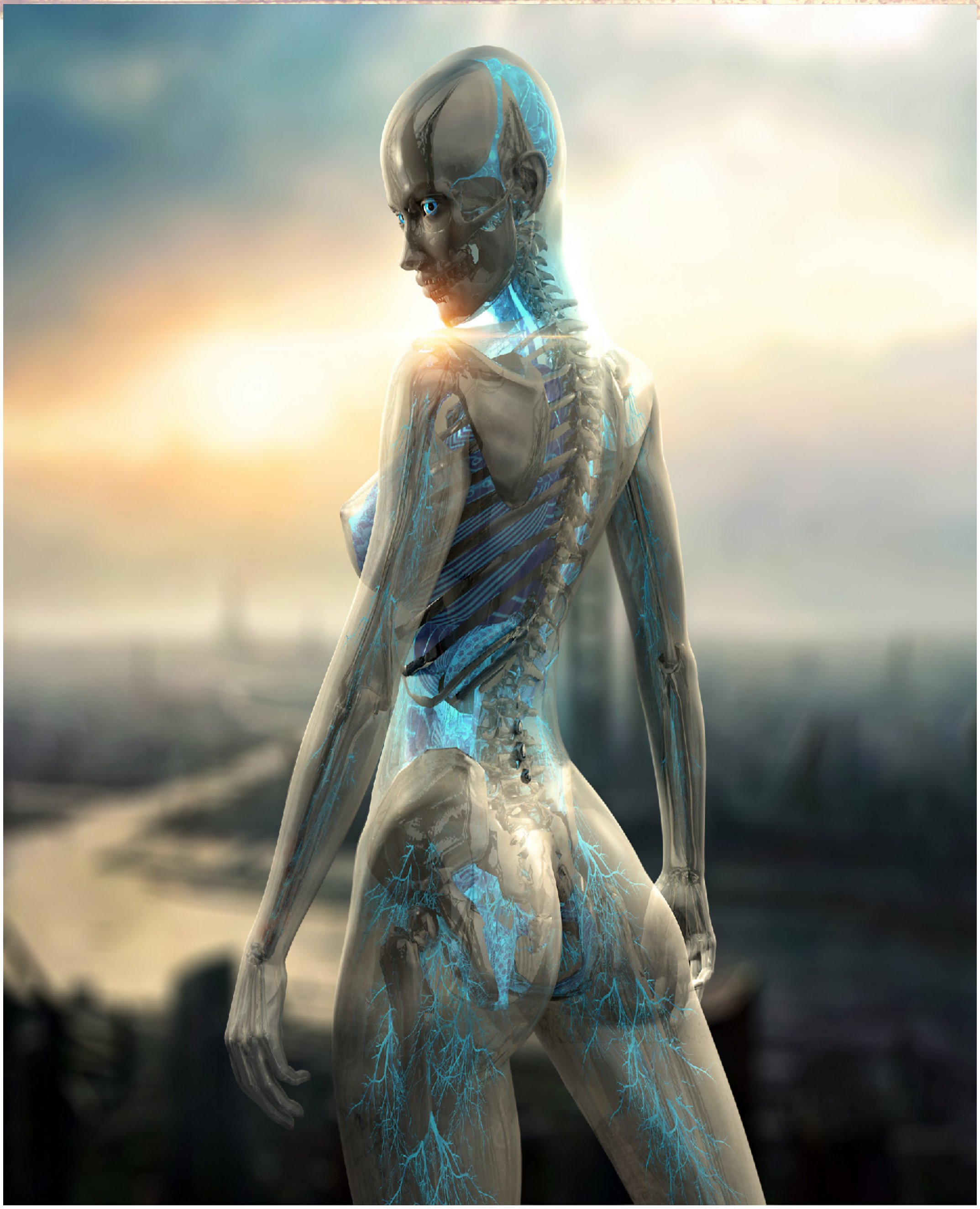
Offense
Spd 30 ft
Melee +6 slam (1d6+1 bludgeoning, 20/x2)
Ranged +7 defense laser (2d6 fire, 20/x2, 100 ft range increment, semi auto)
Channel Energy 3d6 positive energy, usable 7x/day
Spell-Like Abilities (CL 5th Concentration +7)
At Will – hard reboot (W-DC 12), mending
3x/day – make whole
***1x*/day** – gynoid form (touch range, can benefit an android, Erobot or Synth only)

Statistics
Str 12 **Dex** 15 **Con** **–** **Int** 12 **Wis** 15 **Cha** 14
Base Atk +5 **CMB** +6 **CMD** 18
Feats Channel Smite, Extra Channel, Gearhead
Skills Computer Use +10, Craft (electronic) +10, Knowledge (religion, technology) both at +8, Perception +9

Ecology
Environment urban and ruins (native to ***Eidola Mata***)
Organization usually solitary or accompanied by a retinue of android and robot guardians and hangers-on
Treasure standard

SPECIAL ABILITIES

Mechanical Ghost (EX)
The Broken Model is treated as both a Construct and an Undead for the purpose of determining how spells and abilities, such as bane weapons, affect it.



NATURE

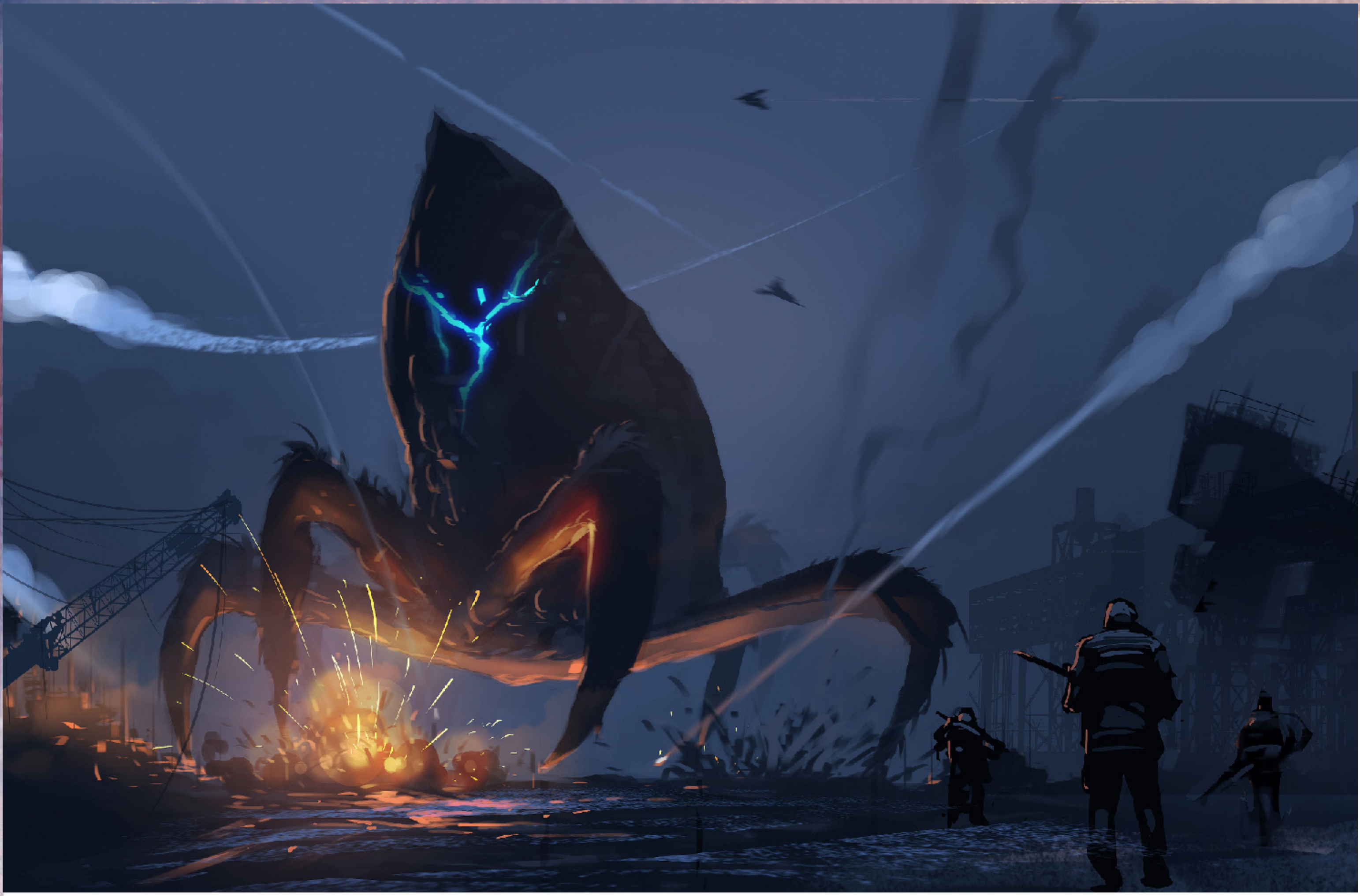
Broken Model androids are the caretakers of the dead machine-world ***Eidola Mata***. They walk hammered metal streets, amidst the ruins of an ancient machine society, slowly reactivating the forgotten machines, preparing the machine-world for eventual rebirth. Broken Model communicate little, typically walking alone for decades or centuries at a time.

Any machine intelligence who lands on Eidola Mata is welcome, provided they do not harm or plunder the world's dead cities. Mechanical seekers of knowledge and the truth of their design-scheme's origins are welcomed, cared for and protected to the limits of a Broken Model's abilities. Organic visitors are turned away, with varying degrees of politeness – Eidola Mata is a world for machines alone. Known salvagers and tomb raiders are met with violence, one of the few times that a Broken Model's mask of robotic serenity ever cracks. ***Erobots*** are increasingly common pilgrams to Eidola Mata. Many of them dream of the ruined world while powered-down, and many of the mechanical corpses littering Eidola Mata's streets closely resemble modern Erobot designs, though these corpses are than a million years ancient.

Broken Model are advanced androids, seemingly functional and ultimately advanced, though conventional power does not flow through their circuits. They are powered by etheric energies that encircle Eidola Mata and spoof active sensor-scans on planet. Their soft silicon/ceramic hulls are translucent with enormous age, revealing complex mechanical systems and luminous power channels within. They move with the unhurried grace of impossible age.

Nanotech Channeling (EX)
The Broken Model can channel positive energy. When it channels positive energy to heal, the channeled energy only affects Constructs and creatures with the any of the following subtypes: android, Battlechanger, cyborg, POETICA, robot, regardless of their type. The healing energy provided by this effect functions normally, not subject to any limitation on natural healing possessed by the creatures.

Undead are affected normally by the Broken Model's channeled positive energy.



BROODGENERAL – CR 18

Gargantuan N Vermin (psionic, temporal)
XP 153,600
Init -1 **Senses** Scent, Blindsense 1 mile, perceive unencrypted radio/television and wifi signals, Perception +4
Aura Hive Mind Nexus (1 mile, Vermin become capable of coordinated action and share senses)

Defense
AC 21 **Touch** 5 **Flatfooted** 21 (-4 size, -1 DEX, +16 natural)
HP 28d8 +308 hp (434 HP)
Fast Healing 20 (electricity, fire)
FORT +27 **REF** +8 **WILL** +13
Immune poison, mind-affecting effects

Offense
Spd 60 ft
Melee four +32 slams (2d10+15 bludgeoning, 20/x2)
Ranged +12 laser beam (4d10 fire, 20/x3, 1,000 ft range increment)
Special Attacks Pounce, Rend (two slams, 2d10+15 bludgeoning)

Statistics
Str 41 **Dex** 9 **Con** 33 **Int** – **Wis** 19 **Cha** 1
Base Atk +21 **CMB** +40 **CMD** 49 (54 vs trip)

Ecology
Environment any land (prefers warms forests and ruins)
Organization accompanied by entire armies of giant-scale bugs
Treasure none

SPECIAL ABILITIES

Edge of Defeat (SU)
Once per encounter, and no more often than once per 12 hours, the Broodgeneral can negate one round worth of actions. This functions much like a *Flashback-class time drive.* Using this ability is a free action, which the Broodgeneral can perform even when it is not its turn. The Broodgeneral typically only uses this ability instinctively, when it is slain in combat.

Doing so resets conditions for all combatants to what they were at Initiative Count 0 of the prior round. The Broodgeneral gains a +10 insight bonus on attacks, Armor Class skill checks and saving throws for the round. NPCs typically take the same actions during the re-run round as they did during the first iteration. PCs can take new actions, as they have a subconscious inkling that time was altered, though they cannot remember the specifics of the first ‘run-through.’ When a Broodgeneral uses this ability, all Broodgenerals within 1,000 miles, who are on the same plane, are aware of the location and general nature of the threat.

This is a temporal effect.

Hive Mind Nexus (SU)
All Vermin within one mile of the Broodgeneral become part of a linked hive-mind. No Vermin in this range is flanked unless they are all. All Vermin are basically aware of any thing experienced by other Vermin within this range.

Though Vermin within this range remain mindless, they can use very simple tactics, such as flanking, pincer maneuvers and attempting to encircle an enemy. The Vermin in this range prioritize attacks against whichever creature has inflicted the most harm on the hive mind.

Quick Laser (EX)
The Broodgeneral may make one ranged attack at its full attack bonus when making a full melee attack sequence.

Swarm Birth (EX)
The Broodgeneral is an endlessly pregnant, self-replicating breeding machine. The creature continually births new, powerful Vermin into the world, often without being consciously aware that it is doing so. They are terraforming beasts capable of overwhelming and outbreeding a native eco-system in a matter of weeks.

Every 1d4 rounds, the Broodgeneral takes a move-equivalent action to give birth to either a single powerful Vermin, or group of less powerful Vermin. Roll 9 + 1d6 to determine the total Challenge Rating of all Vermin birthed; the gamemaster picks whichever vermin would be most suitable. Newly birthed creatures roll Initiative and join combat on their turn next round.

If the gamemater wishes, instead of using Swarm Birth normally, the GM can suspend this ability for 7 rounds. On the 8th, the Broodgeneral gives birth to a Juggernaut Worm instead of a lesser creature. This ability variant is usable only once per encounter.

This is not a summoning effect, and Vermin created in this way cannot be banished, and are ‘real’ creatures in every way.

NATURE

Broodgenerals are weaponized vermin first used in battle by the cruel successors of the ***Brightstar Order***, and now commonly distributed throughout the galaxy. Widely dispersed and hard to kill, even with nuclear weapons, a single Broodgeneral can breed a swarm of gigantic vermin large enough, and voracious enough, to scour all life from a continent in a few weeks. Anyone wanting to kill a planet can drop an adult Broodgeneral on a target world, caged and drugged, unleash the monstrosity and watch the carnage. The ***Chyss*** often make use of this tactic, as do others among the galaxy’s cruelest powers.

Broodgenerals have a relatively huge brain volume, with a neuro-structure riddled with rare-earth elements and a computer-like structure. More intelligent than the norm for Vermin, these beings are naturally radio-sensitive, an ability they use to hunt out concealed attackers. More impressively, Broodgenerals have the instinctive ability to sense temporal flux, and at the moment of their death, they can shunt their animalistic consciousness backwards in time, by a few seconds, in hopes of evading their ultimate extinction. Communicating with lesser Vermin through a combination of pheromones and sub-vocalizations, Broodgenerals are able to transform a voracious swarm into something more organized and lethal.

Broodgenerals are massive arthropods the size of a 3-4 story office building, massing several thousand tons. Their shells are simplistic and undifferentiated, resembling a gigantic rock formation more than an insect’s thorax. Their bodies are lit from within by temporal energies that gleam like cold moonlight.

CARRIONATE – CR 9

Bloodline – possibly Nemesis or Singular
Large CE Undead (Lifespawn)
XP 6,400
Init +1 **Senses** Darkvision 120 ft, lowlight vision, scent, Lifesense 50 miles, Perception +15
Languages understands Grey or Galactic Common but cannot speak
Aura stench (30 ft, F-DC 18, 10 rounds)

<ins>**Defense**</ins>
AC 18 **Touch** 10 **Flatfooted** 17 (-1 size, +1 DEX, +8 natural)
HP 14d8 +42 hp (105 HP)
FORT +6 **REF** +7 **WILL** +14
Immune Undead immunities
Weaknesses Lifecount 1

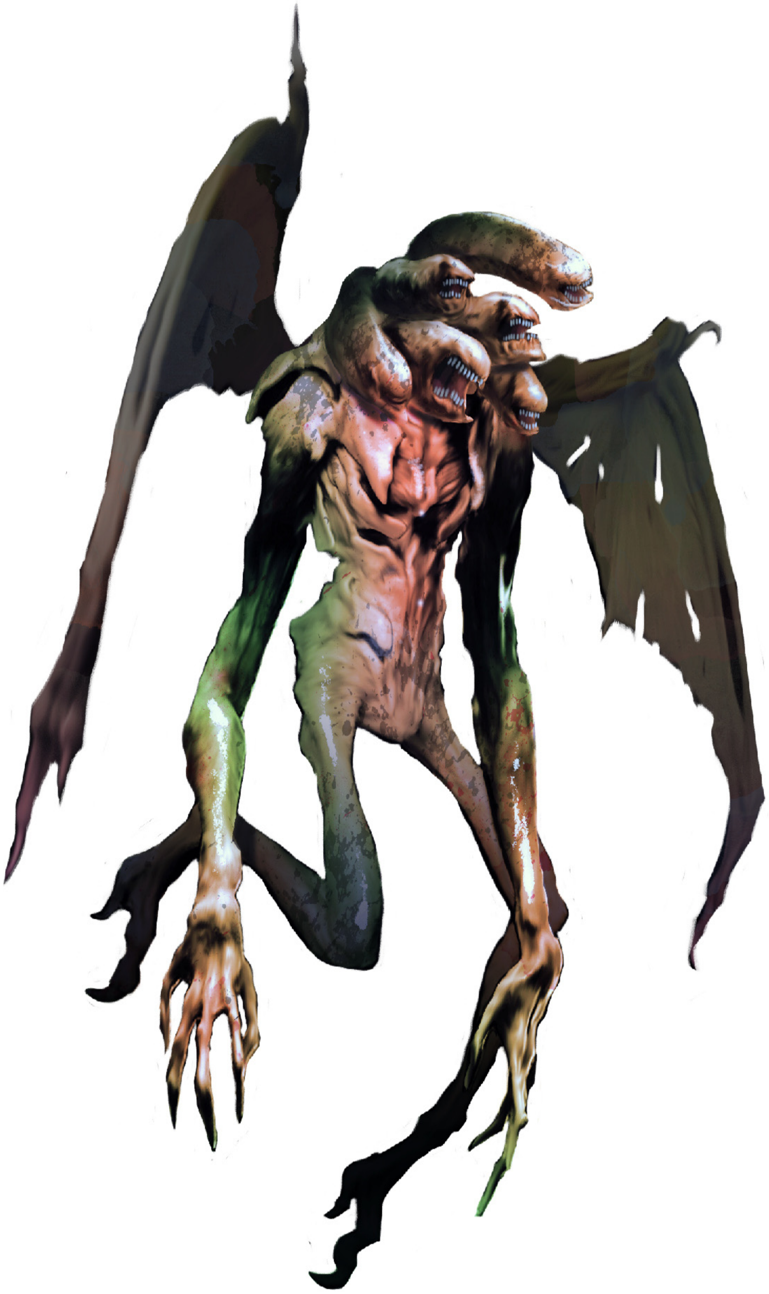
<ins>**Offense**</ins>
Spd 50 ft Flight 200 ft (average)
Melee two +18 claws (2d6+8 slashing, 19-20/x3)
Special Attacks rending feast (two claws; inflicts 1d6+1 bites, each 2d6+8 piercing, 20/x3 plus *demon fever* F-DC 18 negates)
Special Qualities Starflight
Spell-Like Abilities (CL 14th Concentration +19)
At Will – dimension door
1x/day **–** interplanetary teleportation

<ins>**Statistics**</ins>
Str 27 **Dex** 13 **Con -** **Int** 7 **Wis** 20 **Cha** 15
Base Atk +10 **CMB** +19 **CMD** 30
Feats Cleave, Fly-By Attack, Great Cleave, Hover, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (claws)
Skills Fly +14, Perception +15, Stealth +11 (racial modifiers: +4 Fly)

<ins>**Ecology**</ins>
Environment any
Organization usually solitary
Treasure incidental

SPECIAL ABILITIES

Lifefeeder (SU)
The Carrionate can feed on corpses and carrion to restore its undead vitality. As a full round action, the Carrionate can feed on a corpse of Medium or Large size and regain a number of Hit Points equal to the corpse's HD. Excess HP are gained as temporary hit points which fade after one hour. If the corpse had the Lifespawn subtype, in addition to regaining HP, the Carrionate acts as if *hasted* for one minute per point of the corpse's Lifecount.



During this time, the Carrionate also gains Turn Resistance equal to the corpse's Lifecount.

All corpses fed upon by the Carrionate rise as *fast zombies* within one minute. The undead are not under the Carrionate's direct control, but will allow the creature to feed on their kills before the other members of the zombie pack and travel with the Carrionate to the best of their ability.

The Carrionate can feed on, and create zombies from, Lifespawn corpses up to one year old, provided the body has neither been completely destroyed nor embalmed. These corpses are easily detectable by the creature's Lifesense.

Rending Feast (EX)
If the Carrionate hits with two claw attacks it may make a rending feast attack. This attack consists of 1d6+1 bites, but otherwise functions identically to the *rend* standard monster ability.

Winged Hunter (EX)
If the Carrionate makes a full attack while aloft, it may bring its foot talons into the fray as well as its hands. This allows the Carrionate to make four claw attacks as part of an attack action, rather than two.

NATURE

Carrionates are undead corruptions of healthy Lifechained predation cycles. Most intelligent Lifespawn and star-faring species exterminate Carrionates whenever and wherever they are encountered, but some of the maddest Nemesis cultists worship them as the ultimate survivor, the perfect scavenger.

Carrionates are barely sentient, and driven primarily by violent instincts. They are driven mad by the scent and proximity of living Lifespawn and attack without warning. Whenever possible they teleport directly into melee range, kill or incapacitate a single victim and blink back out. Repeat as necessary until the hunger is assuaged – which it never is. Carrionates are relatively cowardly, teleporting away if badly wounded or if confronted by more powerful Lifespawn. Though they are primarily hunters, Carrionates are not above scavenging Lifespawn corpses when the opportunity presents itself. Likewise, they will attack juveniles, the elderly, the sick and brute animals with a pinch of Lifespawn DNA in their genome in preference to prey that can fight back.

When hunting goes poorly, Carrionates jaunt to new hunting grounds which can be lightyears away. The creatures teleport randomly, hopping from world to world in mad spirals parsecs wide. Given the species' preference for hit and run tactics and extreme mobility, Carrionates are difficult to kill, and an accurate count of their numbers is impossible to guess. Their indiscriminate feeding usually leaves deadly undead infections behind on planets they visit.

Carrionates are tall, emaciated horrors with slickly, putrid black hides, wet and spongy with rot. The creatures fly silently on bat-like wings with an enormous span. Where the monster's skull should be are an array of up to half a dozen snapping, moray eel-like mouths. The Carrionate's eyes are nearly microscopic pimples beneath each jaw, but despite their size, these eyes are very keen.

CASSENDRON – CR 8

Bloodline – Choir, corrupted by the Singular
Large LE Aberration (lifespawn, temporal)
XP 4,800
Init +0 **Senses** Darkvision 120 ft, lowlight vision, Perception +25
Languages Celestial, Stonecutter, *truespeech*
Aura Point Defense Aura (10 ft, 4d6 force damage, R-DC 16 half)

Defense
AC 26 **Touch** 16 **Flatfooted** 26 (-1 size, +7 insight, +6 armor)
HP 12d8 +36 (90 HP)
FORT +7 **REF** +8 **WILL** +15
Immune mind-affecting effects
Weaknesses Blocked Temporal Vision, Lifecount 2

Offense
Spd Flight 40 ft (good)
Melee four +18 slams (1d8+4 bludgeoning, 20/x2)
Spell-Like Abilities (CL 12th Concentration +16)
3x/day – dominate person (W-DC 18)
1x/day – interplanetary teleportation

Statistics
Str 14 **Dex** 10 **Con** 17 **Int** 19 **Wis** 25 **Cha** 13
Base Atk +9 **CMB** 12 **CMD** 22 (cannot be tripped)
Feats Hover, Singularity Equation
Skills Bluff +16, Diplomacy +16, Intimidate +16, Knowledge (arcana, history, physical sciences, religion) all at +23, Perception +25, Sense Motive +25
Gear

Ecology
Environment any
Organization usually encountered solitary
Treasure incidental

SPECIAL ABILITIES

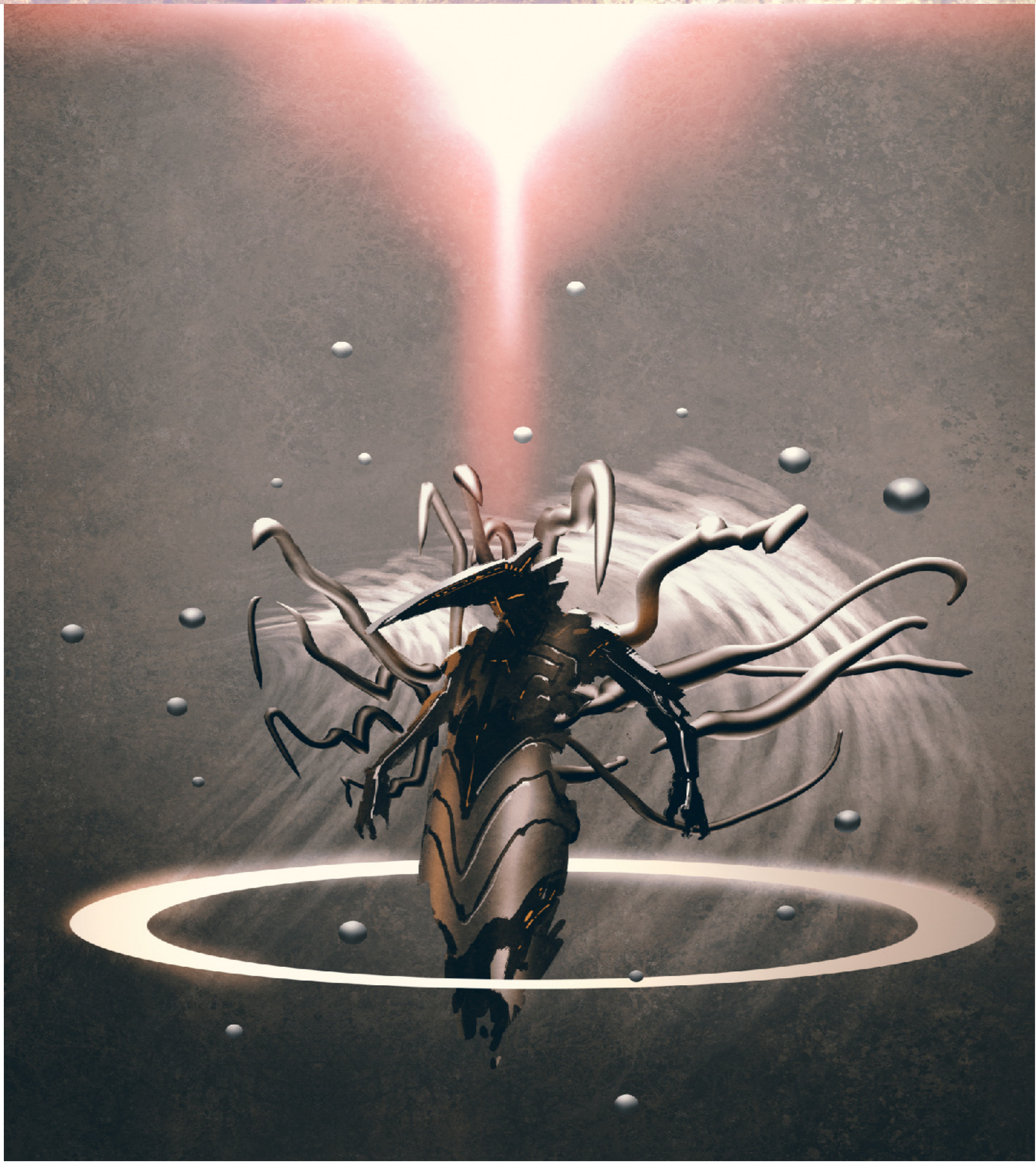
Blocked Temporal Vision (SU)
Cassendrons cannot see the hopeful Deep Future that ***Temporal Angels*** (Weapons for Life) hail from. A Cassendron cannot use either its Singularity Equation, nor its Temporal Voyeur ability against a Temporal Angel. Cassendrons do not gain the Temporal Insight to attack rolls and AC against Temporal Angels.

Point Defense Aura (SU)
The array of chrome spheres orbiting the Cassendron lash out with lethal directed energy beams if anyone encroaches on the creature's space. Any creature who ends their turn within the Cassendron's aura suffers 4d6 force damage (R-DC 16 half).

Singularity Equation (SP)
The Cassendron can speak to unleash a nearly irresistible mind-weapon: an equation that completely disproves free will and the inherent nobility of the soul. When the Cassendron uses its *dominate person* ability, it makes a Knowledge (physical sciences) check. If the check result is higher than the effect's base WILL Save DC, the result becomes the effect's WILL Save DC.

Any creature dominated by this ability can spread the singularity equation virally. While dominated, the creature gains the ability to use *charm person* at will as a spell-like ability. The charm monster effect functions identically to this power: it is cast as a full round action and can replace its base WILL Save with the dominated caster's Knowledge (physical sciences) check result. The dominated creature uses this ability to gather additional slaves, and the Cassendron can control these secondary slaves as if it had personally charmed them. These 'secondary' slaves cannot themselves charm or dominate additional creatures.

This is a mind-affecting, language dependent, fear effect.



Temporal Insight (SU)
The Cassendron adds an insight bonus equal to its WIS modifier (+7) to its Armor Class and attack rolls.

Temporal Voyeur (SU)
The Cassendron is capable of viewing the past, present and future of a creature simultaneously. As a full round action, the Cassendron can become aware of the entirety of a creature's life. The Cassendron gains a +10 insight bonus on all Bluff, Diplomacy, Intimidate and Knowledge, Sense Motive checks concerning that character for 24 hours. In addition, the Cassendron gains amazing knowledge about the creature's activities within the previous 24 hours, knowing everything the subject has done within this period, exactly as if the Cassendron had experienced these events first hand.

If the Cassendron uses this ability in conjunction with its Singularity Equation, the target of the Equation suffers a -4 penalty on their WILL Saving throw to resist the effect.

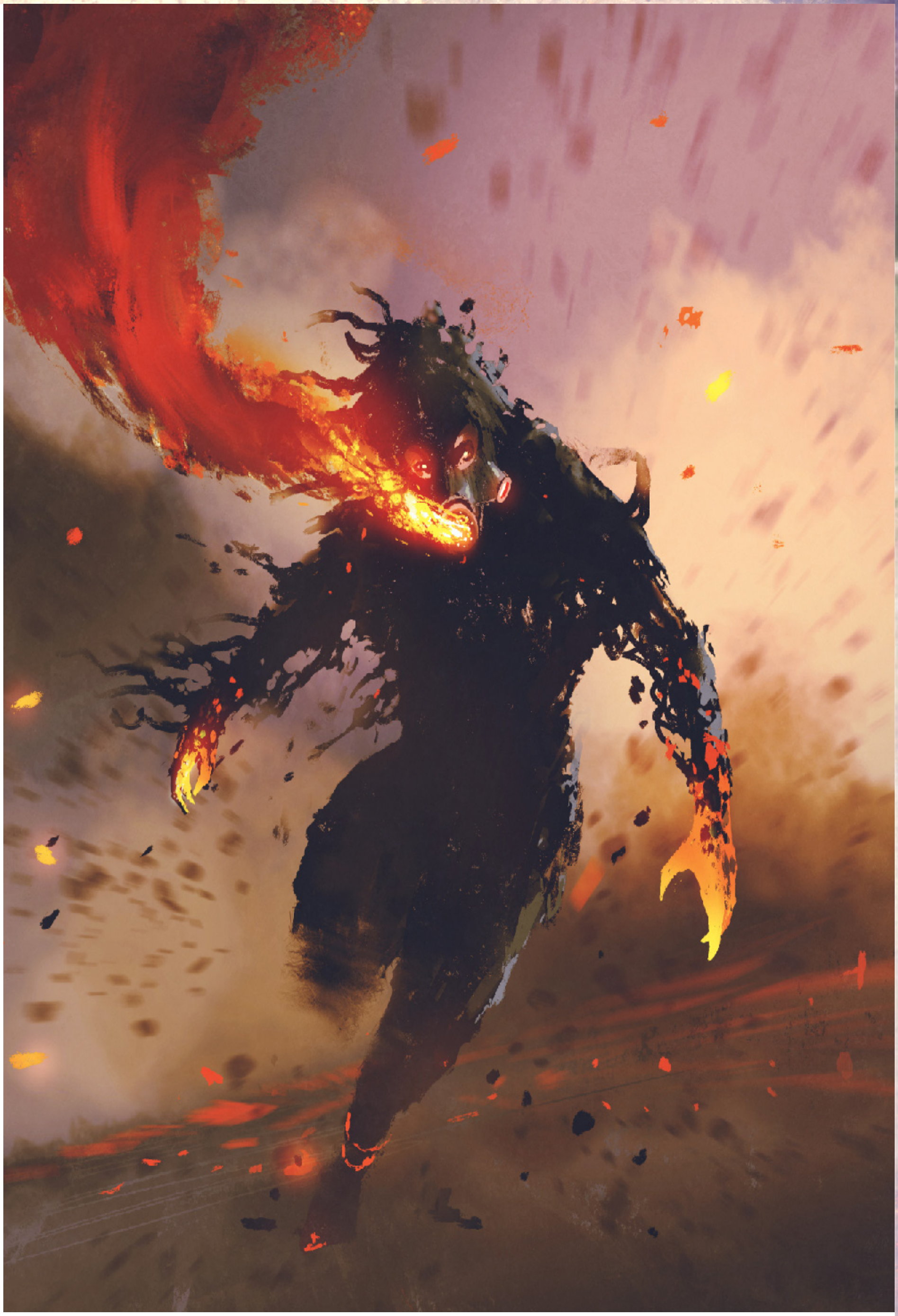
The Cassendron can use this ability up to three times per day.

NATURE

During the ***Second Iteration***, Cassendrons were living data repositories, each aware of the entire breadth of space-time. They were aware of all things, including the Singular's betrayal, the end of their Iteration and the creation of the Third, and current, Iteration. The knowledge doomed them – the Cassendrons became utterly convinced of the betrayal's inevitability, so despite their foreknowledge, they took no action as their Iteration ended in fire and blood. Now, unable to see any future beyond the eternal, unchallenged and unchanging rule of the Singular, the enigmatic creatures serve only Him.

Modern Cassendrons roam the galaxy, gathering knowledge and acting to ensure the Singular remains unchallenged. They seek out those who might eventually rise to challenge the Singular, particularly skilled and competent opponents of Singular-blood Lifespawn, and through a combination of mundane manipulation and their psi-tampering, convince them the Singular and His kind are unbeatable. Some Cassendrons directly serve ***Solix Verion***, maintaining their mental dominance over the slave-citizens of their worlds. Others work subtly, undermining other great galactic powers. Cassendrons often play-act an ancient war between themselves and the ***Abyss***, each claiming to be the other's antithesis. In reality, the two ancient races both serve The Singular, in different and equally vital ways.

Cassendrons are mechanical lifeforms encased in a silvery shell. They have spindly arms and myriad liquid-metal tentacles but no lower halves. Their bodies trail off to mechanical nothingness below the abdomen. An infinity of small silvery orbs, each a potent laser emitter orbits them. Their helmeted faces resemble the bird-like masks of ancient plague doctors. Cassendrons speak only in riddles and kennings, alluding to future events as often as they do the past.



CELL RUNNER
CR 8

Bloodline – Gazelle, corrupted by the Nemesis Bloodline
Medium NE or N Undead (lifespawn)
XP 4,800
Init +4 **Senses** Darkvision 60 ft, lowlight vision, scent, Lifesense 3 miles, Perception +22
Languages Galactic Common, Stonecutter or one other language of choice
Aura Evolution's Aura (60 ft; all Lifespawn gain Energy Resistance 10 and Fast Healing 10; Nemesis and Gazelle bloodline creatures gain Regeneration 10 instead)

Defense
AC 19 **Touch** 17 **Flatfooted** 12 (+4 DEX, +3 dodge, +2 natural)
HP 12d8 +12 hp (66 HP)
FORT +5 **REF** +10 **WILL** +8
Defensive Abilities Improved Evasion
Resist one energy of choice 10 (see Self-Reconfiguration)
Immune undead immunities
Weaknesses Lifecount 1

Offense
Spd 40 ft
Melee two +11 slams (2d8+2 bludgeoning plus 1d6 energy, 19-20/x2)
Spell-Like Abilities (CL 12th Concentration +13)
Constant **–** freedom of movement
4x/day **–** haste (sacrifice 3 uses to cast *quickened haste* instead)

Statistics

Str 15 **Dex** 19 **Con** – **Int** 11 **Wis** 10 **Cha** 13
Base Atk +9 **CMB** 11 **CMD** 25
Feats Awakened Heritage (Gazelle), Combat Reflexes, Gazelle's Grace, Impossible Dodge *chosen twice*, Lightning Reflexes, Mobility, Run, Up the Walls
Skills Acrobatics +21, Knowledge (tactics) +13, Heal +12, Perception +22, Perform (oratory) +13

Ecology

Environment any
Organization usually solitary or found as the servants of powerful Nemesis-blood Lifespawn
Treasure incidental

SPECIAL ABILITIES

Banner (EX)
The Cell Runner functions as a Banner for a Lifespawn master with Cavalier levels.

Evolution's Aura (SU)
All Lifespawn within 60 ft of the Cell Runner gain Energy Resistance of a type and amount equal to the Cell Runner's own, as well as gaining Fast Healing 5 while within this aura. Creatures of the Gazelle or Nemesis Bloodline gain Regeneration 5 instead. The Cell Runner does not benefit from its own aura, nor the aura of other Cell Runners.

Gazelle's Grace (SU)
The Cell Runner may make a vertical or horizontal leap without requiring a running start. However, if the Cell Runner can make a running start of at least 20 ft, the Cell Runner receives a +8 racial bonus on the Acrobatics check made to jump. The Cell Runner is under a constant *freedom of movement* effect.

Self-Reconfiguration (SU)
The Cell Runner can reconfigure itself to adapt to changing conditions. It may attempt a DC 12 Heal check as a full round action. If successful, the Cell Runner gains Resist 10 to an energy type of its choice, and its slam attacks inflict +1d6 points of the chosen energy. The Cell Runner gains the appropriate energy subtype when using an Energy Resistance that provides a creature subtype, such as Fire.

NATURE

Cell Runners are Gazelle-blooded Lifespawn, typically young, always swift, who are captured, surgically and genetically mutilated, ritually murdered and forcibly reborn as a kind of biological courier system for use by powerful Nemesis Lifespawn. Cell Runners are battlefield messengers – beyond that, they are sapient banners. When Nemesis Lifespawn tyrants march to war, Cell Runner slaves are by their side, their eerie glow strengthening both master and army, and serving as a burning declaration of war.

Cell Runners are intelligent enough to serve as couriers, capable of accurately memorizing and properly relaying even the most complex verbal commands. Sometimes they are allowed direct command of small, fast-moving forward recon units in their master's name. Cell Runners are tar-black, partially vivisected corpses dressed in light personal body armor unique to the military they serve. Much of their skull and brain tissue is missing, replaced by a font of occult flame. The color of the flame represents the creature's current energy affinity, and the patterns of a Cell Runner's energy signature is symbolic of their master's house.

CHARIOTEER – CR 7

Large LE or LN Humanoid
XP 3,200
Init +3 **Senses** Lowlight vision, Perception +12
Languages Celestial, Culture, Egyptian, Stonecutter, 2-3 other languages of choice

Defense

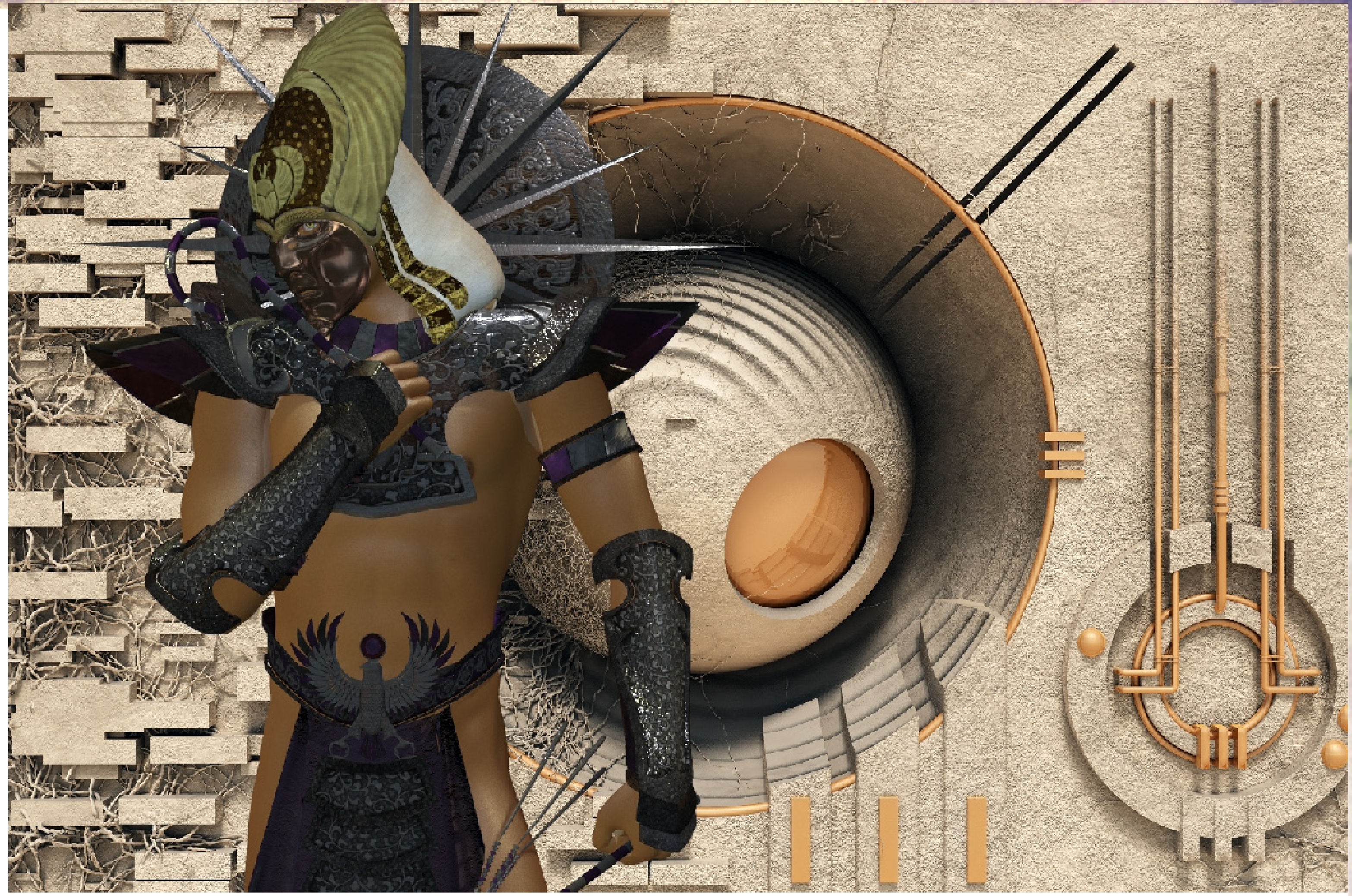
AC 20 **Touch** 13 **Flatfooted** 16 (-1 size, +3 DEX, +1 dodge, +7 armor)
HP 10d8 +30 hp (85 HP)
FORT +5 **REF** +5 **WILL** +9
Immune Suffocation, Vacuum (space suit)

Offense

Spd 40 ft Fly 80 ft (average)
Melee +7 scepter of rulership (1d6+3 bludgeoning, 20/x2)
Melee +6 gilded sting (1d8+2 piercing plus *dispel magic,* 20/x3)
Ranged +7 plasma (1d6 fire plus 1d6 electrical, 20/x2, 25 ft range increment, single shot)
Special Qualities No Breath (space suit)
Spell-Like Abilities (CL 10th Concentration +14)
Constant – sanctuary (W-DC 15 – see text)
At Will – dispel magic (targeted dispel only, via sting)
1x/week – commune
- raise dead

Statistics

Str 15 **Dex** 17 **Con** 17 **Int** 18 **Wis** 18 **Cha** 19
Base Atk +5 **CMB** +7 **CMD** 20
Feats Combat Expertise, Combat Reflexes, Dodge, Skill Focus (chosen Craft skill)
Skills Bluff +17, Craft (one of choice) +23, Diplomacy +17, Fly +11, Knowledge (history, the planes) both at +17, Intimidate +17, Perception +12
Gear *scepter of rulership* (+1 defending quarterstaff), mwk breastplate



Ecology

Environment any

Organization solitary, pair or large retinues of 4d6 accompanied by various body guards, servitors and valets

Treasure double standard (including gear)

Special Abilities

Gilded Sting (SP)

When the Charioteer is entitled to make an attack of opportunity, rather than making a normal attack, it may make a *gilded sting* attack. This attack delivers a targeted *dispel magic.*

Glory of the Cosmic Pharaohs (SU)

The Charioteer is considered to be under a constant *sanctuary* effect against any creature with an Egyptian, Bastian or Culture patron deity, or those from cultures influenced by the Charioteers either directly or indirectly.

NATURE

Charioteers are a race of ancient astronauts who have manipulated the destiny of myriad worlds, including at least two alternate Earths in competing dimensions. Charioteers are an uplifted, superior breed of humanity worshipped as incarnate gods across the vast distances of time, space and reality. Charioteer culture is an imperious and expansionistic, missionary society that strongly resembles Dynastic Egypt in art, dress and faith, but far surpasses even modern post-humanity in its technology and sciences.

Pyramidical capitol ships accompanied by swarms of scarab-shaped star cruisers carry Charioteer explorers across the Multiverse, spreading their word and the weaponized memes of the Cosmic Pharaoh Beyond Time, the dark goddess ***Shekmet Ammt*** *(Secret Soldiers)***.**

Charioteers resemble exceptionally large, perfectly formed humans with golden skin and Middle Eastern features. Their eerily beautiful faces are concealed behind polished nano-gold masks that share the wearer's expressions and act like a space suit, of sorts, for the ancient astronauts. Charioteers remain stoic and calm at all times, with an imperious will the only emotion regularly displayed in public.

THE CHARR – CR 21

Colossal CE Ooze (evil, psionic)
XP 409,600
Init +0 **Senses** Blindsense 200 ft, scent, Perception +2
Languages Abyssal, Galactic Common, Infernal, Pacifician, *telepathy* 500 ft

Defense
AC 24 **Touch** 2 **Flatfooted** 24 (-8 size, +22 natural)
HP 38d8 + 380 hp (589 HP)
Regeneration 20 (pleasure)
FORT +27 **REF** +17 **WILL** +19
Immune Acid, Cold, Fire, bludgeoning damage, negative energy, ooze immunities (except as noted), gaze attacks (blind)
Spell Resistance 30
Weaknesses Vulnerable to mind-influencing effects
Vulnerable Pleasure

Offense
Spd 40 ft, Swim 80 ft
Melee four +51 slams (10d6 bludgeoning plus 4d6 acid, 19-20/x2 and grab, effectively unlimited range)
Special Attacks Engulf (REF DC 20, 8d6 bludgeoning and 6d6 acid plus corruption)
Special Qualities Pacifician Corruptor
Spell-Like Abilities (CL 38th Concentration +42)
At Will – charm monster (W-DC 19)
- lesser geas (W-DC 19)
- suggestion (W-DC 19)

3x/day – geas/quest (W-DC 21)
- mass suggestion (W-DC 21)

1x/day – dominate monster (W-DC 25)
- insanity (W-DC 23)

Statistics
Str 52 **Dex** 11 **Con** 31 **Int** 12
Wis 15 **Cha** 18
Base Atk +28 **CMB** +67
CMD 77 (cannot be tripped)
Feats Critical Focus, Cleave, Exhausting Critical, Improved Fortitude, Improved Iron Will, Improved Lightning Reflexes, Improved Overrun, Iron Will, Great Cleave, Great Fortitude, Greater Overrun, Greater Spell Penetration, Lightning Reflexes, Power Attack, Spell Focus (enchantment), Spell Penetration, Tiring Critical, Toughness
Skills Bluff +42, Intimidate +42, Sense Motive +40

Ecology
Environment any (confined to a tomb-asteroid within the Prison Zone)
Organization solitary and unique, sometimes attended by other powerful oozes or clerics of the Pontifex Megulius, who worship the Charr as an avatar of their

fungal god
Treasure at least double standard (in lair)

SPECIAL ABILITIES

Charr Fixation (SU)
Any Pacifician human who communicates telepathically with the Charr (even if merely receiving telepathic comms from the Charr) risks contracting the ***Charr Fixation*** insanity.

Insanity: Charr Fixation
The Charr can touch especially vulnerable Pacificians in their dreams, even from half a galaxy away where the unwanted, vile ichor was dumped. The Charr tempts, it taunts, it convinces otherwise kindhearted Pacificians to steal and cheat, to commit minor sins that increase the sum of misery for the Pacifician race. Victims go mad, and eventually die crying black tears.
Type: trauma (mental contact with the Charr) (species specific: Pacificians)
Save: WILL DC 16
Onset: 1d12 hours
Frequency: 1/day
Effect: 1d3 CHA. While suffering Charr Fixation, the victim's alignment moves one step closer towards *chaotic evl* with each failed saving throw. The victim must succeed at a DC 16 WILL Save to resist an opportunity to steal from, lie about, spread malicious rumors, or otherwise indirectly harm another Pacifician.
Cure: 2 consecutive saves

Corruption (SU)
Creatures engulfed by the Charr are exposed to pure, concentrated evil. Each round, rather than suffocating, an engulfed creature can willingly choose to move its alignment one step closer to chaotic evil; the Charr makes the creature aware of this option, via instinctive telepathy. No form of mundane or magical compulsion can coerce a creature to accept this option, other than the impending threat of suffocation, of course.

A creature converted to chaotic evil in this manner is affected as by *geas/quest* to serve the Charr and its interests, mainly causing as much misery to the Pacifician race as possible. The Charr is aware of a creature making this choice, and is aware when an engulfed creature becomes chaotic evil. The Charr often releases such creatures, to become new servants. Constructs are immune to the effects of Corruption. This is a mind-influencing ability.

Pacifician Corruptor (SU)
The Charr represents the dark and suppressed impulses of all Pacificians. Pacificians suffer a -4 penalty on all saving throws against the Charr's spell-like abilities.

Sentient Ichor (EX)
The Charr is a sentient creature, unlike its lesser brethren. Though an ooze, the Charr is vulnerable to mind-influencing effects.

Tendrils (EX)
The Charr's mutable form allows it to make slam attacks with effectively unlimited range, so long as it has line of effect to the target and knows the target's location. The Charr can launch tendril attacks through openings only a few inches in diameter, such as through sewer lines, small cracks under a door, or the like.

NATURE

Rainbow-ringed Pacifica is one of the greatest human worlds, a perfect paradise of love, joy and artistry. There is no violence on Pacifica, no want, no war, no weapons: utopia. The planet's settlers purged their negative impulses centuries ago, constructing a planetary monolith of alien crystal. Once activated, a beam of light pulsed upward from the capitol city, reflecting across the planet's rings, and the early Pacificians cried black tears as the evil in their hearts was eliminated. Bio-hazard teams collected the tears and sealed them away in a meteorite vault deep within the forbidden sector of space called the ***Prison Zone.*** Centuries later, those collected tears congealed into something called the Charr.

The Charr is a hateful slick of black ichor that lurks deep within its prison, the equal and opposite reaction to the Pacifician race. The Charr loathes the Pacifican species, but it's hatred is the hatred of an abandoned child as much as it is the hatred of a monster. Though it hates all life, the majority of the Charr's malice is directed at the race that spawned it. Fortunately, the Charr is the embodiment of mankind's sins, and sloth is prime among them. So, the Charr spends most of its existence in deep torpor, dreaming violent and malicious dreams.

The true Charr is a massive, continent-sized pool of tarry ichor that stinks like dried blood and stagnant swamp water. This being is very nearly a god, ancient and potent, but trapped within the Prison Zone. The ooze the galaxy recognizes as the Charr is a small portion of the true being's sentience – an 'instance' of the Charr, to use a computing term. Such instances form when even a miniscule sample of the Charr escapes the Prison Zone somehow, and extends its tendrils into the wider galaxy.

CHITTERIX – CR 2

Small NE Construct
XP 600
Init +6 **Senses** Darkvision 60 ft, Perception +0
Languages Binary Code, Star Droid

Defense
AC 15 **Touch** 13 **Flatfooted** 13 (+1 size, +2 DEX, +2 natural)
HP 3d10 hp (17 HP)
FORT +1 **REF** +3 **WILL** +1
Immune construct immunities
Vulnerable Electricity

Offense
Spd 30 ft Climb 30 ft
Melee +4 slam (1d4 bludgeoning, 20/x2)
Ranged +6 plasma blaster (2d8 fire, 20/x2, 60 ft range increment, semi auto, unlimited)
Sneak Attack +1d6
Special Qualities Scrap Builder

Statistics
Str 11 **Dex** 14 **Con -** **Int** 10 **Wis** 12 **Cha** 10
Base Atk +3 **CMB** +2 **CMD** 14
Feats Improved Initiative, Personal Firearms Proficiency, Point Blank Shot
Skills Climb +9, Craft (electronic) +5, Stealth +6

Ecology
Environment any urban or ruins
Organization solitary or gang (2d4)
Treasure standard

SPECIAL ABILITIES

Scrap Builder (EX)
The Chitterix can make a DC 10 Craft (electronic) check as a full round action to restore 1d4 HP to itself if damaged. The Chitterix must have access to high-tech devices (such as computers, blasters, skill kits, vehicles or similar devices) or high-tech scrap, which is destroyed in the process of repair.

NATURE

Chitterix are scrap androids roughly the size of a humanoid child. They are built light for speed and stealth. A single optical sensor protrudes from their armor plated torso. Chitterix have spindly limbs with bulky, powerful hands and talon-like feet which give them excellent mobility. They climb like plastic and steel monkeys and carry a scavenged plasma blaster almost as big as they are.

Chitterix are the 46th Century equivalent of rats- urban scavengers that are near impossible to eradicate. The species has been native to human space for more than two millennia now, and exists in Proximite records for nearly five times that long. Chitterix are fairly cowardly, running at the first sign of danger, and intelligent enough to move their nest at the first sign of discovery. The fast breeding rogue-machines evolve and cross-pollinate their bizarre code. The salvage-tech mechanoids are aggressive when hunting as a pack, and a swarm of Chitterix can easily take down an inexperienced or labor-grade full conversion cyborg.

CHYSS – CR 6

Bloodline – Nemesis
Medium LE Aberration (Chyss, lifespawn)
XP 2,400
Init +5 **Senses** Darkvision 60 ft, lowlight vision, scent, Lifesense 1 mile, Perception +8
Languages Stonecutter, several Chyss dialects

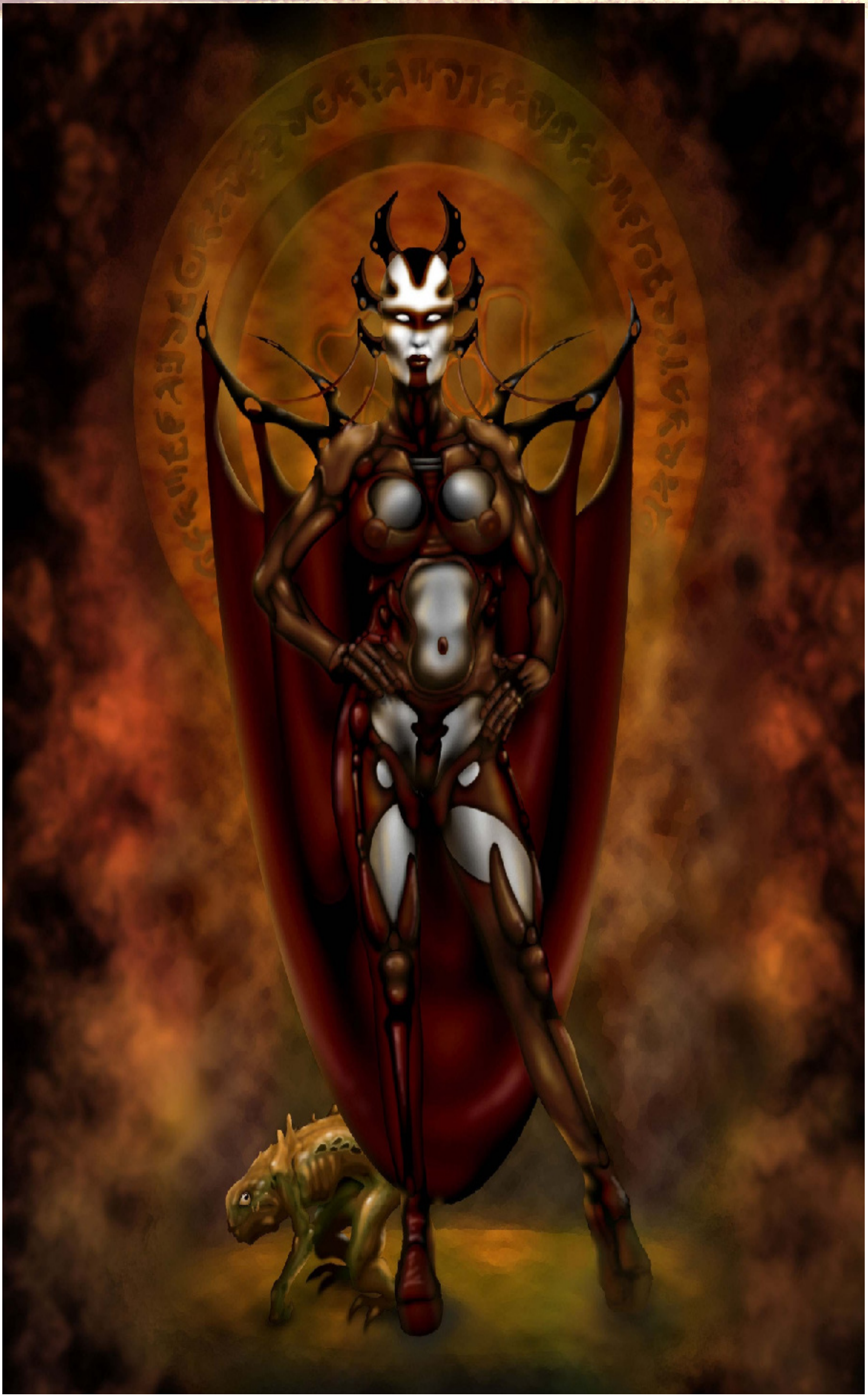
Defense
AC 16 **Touch** 11 **Flatfooted** 15 (+1 DEX, +5 equipment)
HP 9d8 + 45 hp (86 HP)
FORT +11 **REF** +4 **WILL** +5
Immune disease, poison, radiation, suffocation, vacuum (spacesuit)
Weaknesses Lifecount 1

Offense
Spd 30 ft
Melee two +8 claws (1d6+2 slashing)
Ranged +8 masterwork bio-rifle (2d6+1 piercing, 20/x4, 100 ft range increment, 8 round magazine)
Special Qualities No Breath (spacesuit)
Special Actions Symbiote Spray Breath Weapon(30 ft cone, 4d6 acid, REF DC 20 half plus Chyss Sickness, usable 5x/day but no more than 1x/hour)

Chyss Sickness
Type Disease, injury
Save FORT DC 20
Onset 1 day
Frequency 1/day
Effect 1d2 CON and 1d3 CHA damage.
Cure 3 consecutive saves; while suffering Chyss sickness, the target suffers a -2 morale penalty on attack rolls against creatures with the Chyss subtype

Spell-Like Abilities (CL 9th Concentration +11)
At Will – Summon Nature's Ally I
3x/day – Summon Nature's Ally III
1x/day – Summon Nature's Ally V

Statistics
Str 15 **Dex** 13 **Con** 20 **Int** 13 **Wis** 15 **Cha** 14



Base Atk +6 **CMB** +8 (+10 when disarming) **CMD** 19
Feats Animal Affinity, Augment Summons^{B}, Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Mounted Combat
Skills Athletics +8, Handle Animal +14, Intimidate +7, Treat Injury +8, Perception +8, Ride +6, Stealth +7 Survival +8
Gear +1 bio-suit, masterwork bio-rifle and 4 spare magazines

Ecology
Environment warm forest is favored, but the Chyss have an environmental tolerance range similar to humans
Organization solitary, hunting band (5-8) or organized into platoons, squads and companies for military campaigns
Treasure double standard (bio-technology, genetic engineering drugs and other exotic bio-scientific treasures only)

SPECIAL ABILITIES

Bio-Summoning (Sp)
The Chyss can instantly clone a variety of useful xeno-animals to serve as brute labor, mounts or war-beats. It may only have a single version of Summon Nature's Ally in effect at any given time. If it uses another version of this spell-like ability, the previous summoning instantly ends, and the creatures once summoned rapidly disintegrate into a puddle of sticky black slime.

The Chyss's *Augment Summons* racial bonus feat ensures that any animal it summons with this panoply of spell-like abilities are exceptional physical specimens.

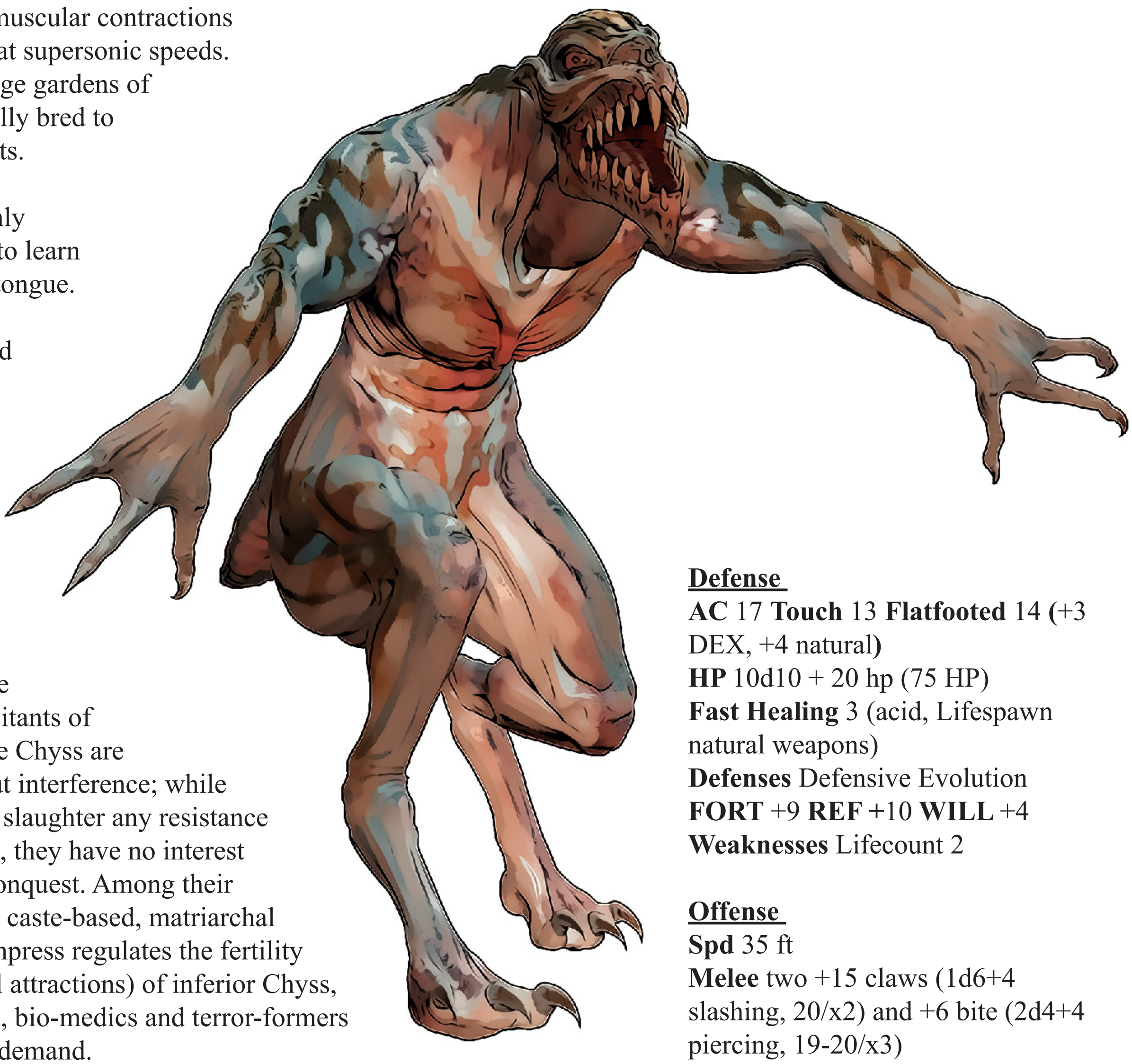
Lesser Lifechain (EX)
Unlike other creatures of the Lifespawn subtype, the Chyss lacks the No Breath racial quality and still requires a breathable atmosphere. It can breathe virtually any form of atmosphere, even caustic or toxic atmospheres, but cannot survive vacuum nor suffocation.

NATURE

The Chyss control hundreds of Outer Necklace worlds, and are a rising militaristic power not only in Phallus Space, but in the Milky Way galaxy as a whole. The Chyss are relatively new to interstellar space, carried beyond the outer reaches of the galactic core on massive, yet ponderous world-ships hollowed out from asteroids.

The Chyss have pioneered bio-engineering on a scale undreamt by most species – their genetic accomplishments dwarf even those of Earth's. They are masters of genetics, cross-breeding, surgical hybridization and the implantation of symbiotes and parasites. Every piece of gear worn by a Chyss is alive somehow. Their armor is a mollusk-like symbiote that derives nutrients from the Chyss' sweat. Chyss spacesuits are engineered plants that thrive in mildly radioactive environments, absorb and recycle the wearer's exhaled CO2 and photosynthesize starlight; their lethal rifles use muscular contractions to fire poisoned darts at supersonic speeds. Chysss cities are strange gardens of building-beasts specially bred to protect their inhabitants.

Chyss are arrogant, only grudgingly bothering to learn the Stonecutter trade-tongue. They take what they want through force and intimidation. After bombarding a world with terraforming seeds that restructure the ecosystem to something more to their liking, Chyss ground troops seize territory from the inhabitants. The inhabitants of a world invaded by the Chyss are allowed to flee without interference; while the Chyss mercilessly slaughter any resistance that remains on planet, they have no interest in genocide, merely conquest. Among their own kind, Chyss are a caste-based, matriarchal society. The Chyss Empress regulates the fertility (and indeed the sexual attractions) of inferior Chyss, breeding new workers, bio-medics and terror-formers as the empire's needs demand.



Chyss are grey skinned humanoids much taller and more powerfully built than a human. The smallest adult Chyss (of the bio-mass servitor caste) are seven feet tall; royal Chyss are nearly 8.5 ft tall. Their smooth, hairless skins are hot to the touch; their designer infections give Chyss a basal body temperature of about 110 F. Chyss warriors wade into battle wearing living armor styled on an insectoid exoskeleton; this roach-brown armor makes them the equal of any modern infantryman. All Chyss are accompanied by a small retinue of genetically engineered companion beasts that kill at their whim and can be summoned from stored protoplasm matrices with a thought.

CHYSS EVOLVER – CR 8

Bloodline – Nemesis

Medium LE Monstrous Humanoid (Chyss, lifespawn)

XP 4,800

Init +7 **Senses** lowlight vision, Scent, Perception +14

Languages understands Chyss but cannot speak

Defense

AC 17 **Touch** 13 **Flatfooted** 14 **(**+3 DEX, +4 natural**)**

HP 10d10 + 20 hp (75 HP)

Fast Healing 3 (acid, Lifespawn natural weapons)

Defenses Defensive Evolution

FORT +9 **REF** +10 **WILL** +4

Weaknesses Lifecount 2

Offense

Spd 35 ft

Melee two +15 claws (1d6+4 slashing, 20/x2) and +6 bite (2d4+4 piercing, 19-20/x3)

Statistics

Str 19 **Dex** 17 **Con** 14 **Int** 7 **Wis** 12 **Cha** 5

Base Atk +10 **CMB** +14 **CMD** 27

Feats Combat Reflexes, Improved Initiative, Run, Weapon Focus (claws)

Skills Climb +10, Perception +14, Stealth +13

Ecology

Environment warm forests

Organization solitary, pack (1d6+2), or 2-4 accompanying a Chyss as bodyguards/slaves

Treasure incidental

SPECIAL ABILITIES

Defensive Evolution (EX)

Chyss Evolvers have phenomenal natural healing abilities, which allow them to almost instantaneously evolve defenses against hazards they encounter during their hunting rampages. The first time the Chyss Evolver is damaged by any form of Energy during an encounter, it gains Resist 5 against that Energy form. If the same Energy damages the Chyss a second time during the same encounter, this improves to Resist 10. Finally, if the Chyss is damaged by the same Energy three or more times in a single encounter, the Chyss becomes Immune to that Energy type, and heals 1 HP of damage for each HP that the attack form would normally inflict. This healing cannot bring the Chyss Evolver above the creature's normal maximum HP total.

Resistances or Immunities gained in this manner are lost by the Chyss Evolver about a day after the encounter ends. Alternatively, if a specific Chyss Evolver becomes a recurring villain for the party, allow that creature keep acquired Energy Resistances and Immunities indefinitely.

Example: A Chyss Evolver is fighting the crew of a tramp freighter who are trying to kill the stowaway with converted nail-guns and jury rigged flame throwers. After taking one hit with the flame thrower, the Chyss Evolver gains Fire Resistance 5. A round later, another crew member hits the Evolver with her flamethrower, giving the monster Fire Resistance 10. The crew better hope nobody flames the Chyss a third time, otherwise the battle is going to go *very* badly for them.

NATURE

The Chyss Evolver is a living weapon deployed by the Chyss and serves the race's instinctive drive for conquest and dominance. Evolvers are a lower caste of humanoid Chyss, bred for durability and ferocity rather than keen intellect. Evolvers are much more numerous than the more intelligent, higher caste Chyss Invader. Aboard any of the Chyss' strange, plant-like living starships, there are 300 or more Evolvers for every trueborn Chyss…. and Chyss dreadnaughts are gigantic, containing hundreds of true Chyss. Chyss Evolvers are stored, comatose, in womb-pods until they are needed. Then they are educated in the rudiments of Chyss society and biotechnology through RNA-transcribed data/memories fed into them intravenously.

Chyss Evolvers stand about six foot tall and are basically humanoid. The race has digitigrade legs for increased speed and stability, paw-like feet and simplistic hands that retain a semi-opposable thumb but end in claws sharp as obsidian. Evolvers have dirty, bone white hides, with skin that is slick, warm and slightly oily to the touch. Evolvers normally walk upright and can use simple weapons and tools, but prefer to drop to all fours and lope along at incredible speeds, in which case their blunted, vestigial tail acts as a counterweight.

CHYSS GODDESS FORM – CR 18

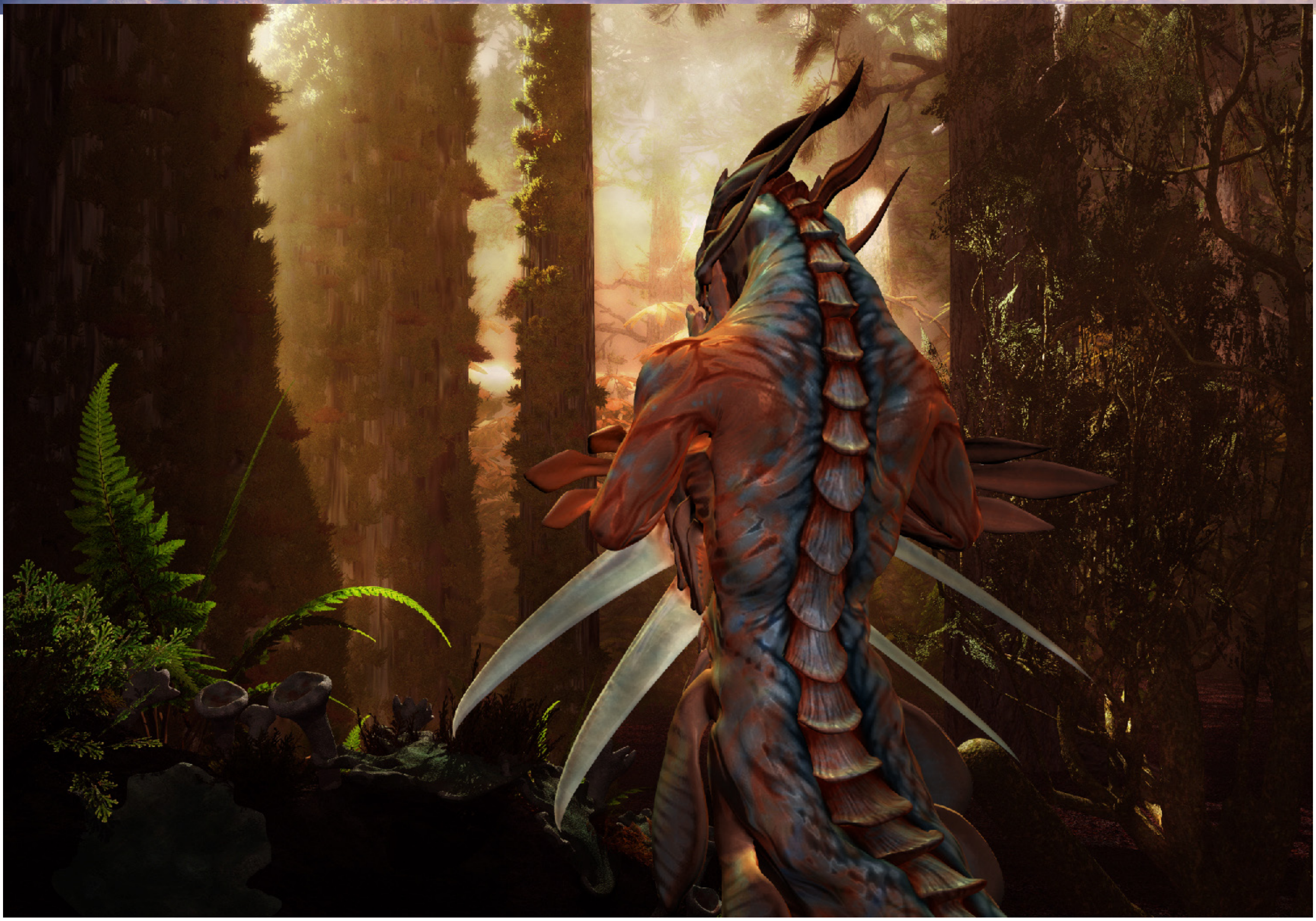
Bloodline – Nemesis
Gargantuan LE Aberration (Chyss, lifespawn)
XP 153,600
Init +4 **Senses** Darkvision 90 ft, scent, Lifesense 50 miles, Perception +25
Languages Stonecutter and several Chyss dialects

Defense
AC 18 **Touch** 6 **Flatfooted** 18 **(**-4 size, +12 natural**)**
Regeneration 10 (cold, fire, Lifespawn natural weapons)
HP 28d8 + 308 hp (434 HP)
FORT +20 **REF** +11 **WILL** +21
Immune disease, poison, radiation, suffocation, vacuum
Resist Acid 10
Weaknesses Lifecount 4

Offense
Spd 60 ft
Melee +28/+23/+18/+13 *vorpal* bio-blades (2d6+10 slashing)
Ranged +17/+12/+7/+2 acid spit (4d6 acid, 30 ft range increment)
Special Qualities No Breath
Spell-Like Abilities (CL 18th Concentration +23)
At Will – Entangle (R-DC 16), Poison (F-DC 19), Summon Nature's Ally V or any lesser Summon Nature's Ally spell
5x/day- Insect Plague
3x/day- Creeping Doom
1x/day – Shambler

Statistics
Str 30 **Dex** 10 **Con** 33 **Int** 18 **Wis** 20 **Cha** 21
Base Atk +21 **CMB** +35 **CMD** 45 (cannot be tripped)
Feats Augment Summoning, Combat Expertise, Dazzling Display, Deadly Stroke, Improved Feint, Improved Trip, Greater Feint, Greater Trip, Intimidating Prowess, Improved Initiative, Lightning Reflexes, Shatter Defenses, Spell Focus (conjuration), Weapon Focus (vorpal bio-blades)
Skills Athletics +30, Climb +30, Escape Artist +20, Handle Animal +17, Intimidate +35, Knowledge (nature) +24, Knowledge (tactics) +14, Knowledge (religion)+14 Perception +25, Sense Motive +25, Stealth +8, Survival +25, Swim +22

Ecology
Environment any forest
Organization solitary or accompanied a small platoon of Chyss and Chyss Evolvers
Treasure double standard (mostly bio-tech, as with Chyss)



SPECIAL ABILITIES

Deadly Stroke (EX)

As a standard action, the Goddess Form can make a melee attack against a stunned or flat-footed opponent. If successful, the attack deals double normal damage plus one point of CON *bleed.* The additional damage and bleed is not multiplied on a critical hit….. though the opponent's now headless carcass is probably not in a position to care.

Swift (EX)

The Chyss Goddess Form may make a full attack sequence even if it takes a single move action during the round.

Vorpal Bio-Blades (EX)

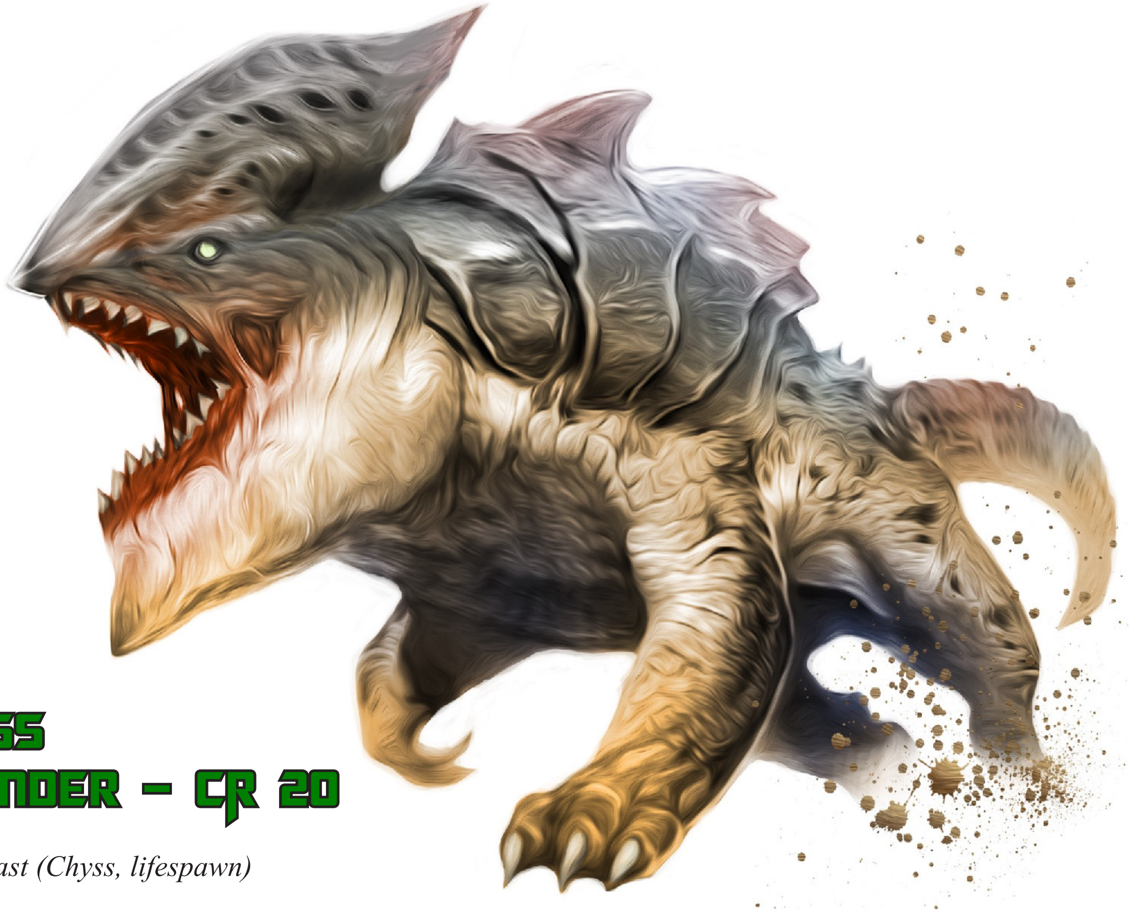
The Goddess Form's forearm blades may be natural weapons, but they are sharper than virtually any blade produced by a humanoid machinist or armorer. These otherwise non-magical weapons have the *vorpal* quality.

NATURE

Chyss Goddess Forms are a special breed of royal-caste Chyss, ritually exposed to potent Lifechained mutagens within hours of their birth. Those few who survive take on a powerful new shape, a shape that the Chyss say they see in their dreams of their all devouring cosmic goddess. Goddess Forms rule whole planets, and the most powerful, eldest examples of the species have steered the development of Chyss culture for more than 25,000 years.

Goddess Forms are virtually immortal, impossibly ancient, and dangerously arrogant and demanding. Goddess Forms have no compunction about ordering the sterilization of whole continents and the genocide of millions of their own kind should a single Chyss blood line prove 'defective'. They brutally kill underlings that displease them, and also wipe out the offender's entire genetic linage for good measure. Fortunately, most 'lesser species' are so far beneath their notice, that while they might order a planetary bombardment for tactical reasons, they rarely bother to take specific vengeance on opponents.

Chyss Goddess Forms are massive semi-humanoid behemoths. From shoulder to hips, they stand more than 12 ft tall, and their lobster-like tail structure adds another 30-40 ft of length. The Goddess Form's lower body is sheathed in articulated keratin plates, which the monster can consciously shift by muscular action to better protect itself. God Forms are armed with saber-like keratin blades lining their forearms; though these look like simple natural weapons, generations of selective breeding have made these blades nearly monomolecular. Goddess Forms have heavily armored skulls with exaggerated bone crests that can vary wildly among individual Goddess Forms. A Goddess Form's hide is a fleshy, grayish-pink mottled with purple, turquoise and blue splotches.



CHYSS WORLDRENDER – CR 20

Bloodline – Nemesis
Colossal CE Magical Beast (Chyss, lifespawn)
XP 307,200
Init -3 **Senses** Darkvision 120 ft, Tremorsense 120 ft, scent, Lifesense 10 miles, Perception +20
Languages understands Chyss but cannot speak
Aura Eco-Kill Aura (60 ft, all non-Chyss creatures are *nauseated* and suffer 3d6 acid/round)

Defense

AC 24 **Touch** -1 **Flatfooted** 24 (-8 size, -3 DEX, +25 natural)
HP 34d10 + 442 hp (629 HP)
Damage Reduction 20/-
Fast Healing 10 (Lifespawn natural attacks)
FORT +32 **REF** +16 **WILL** +13
Immune bludgeoning, disease, poison, radiation, sleep, suffocation, vacuum

Offense

Spd 50 ft
Melee +47/+42/+37/+32 claws (4d8+21 slashing, 20/x2) and +48 bite (4d6+21 piercing, 19-20/x2 plus Bleeding Critical and Staggering Critical)
Ranged +23/+18/+13/+8 acid spittle (5d12 acid, 20/x3, 100 ft range increment)
Special Actions Bio-Acidic Burst (90 ft spherical burst, 20d12 acid, REF DC 23 half),
Swallow Whole (4d8 +21 piercing plus 10d12 acid, AC 22, HP 63)
Spell-Like Abilities (CL 20th Concentration +21)
At Will – Earthquake (as stomp) (R-DC 15 most aspects)

Statistics

Str 52 **Dex** 4 **Con** 36 **Int** 3 **Wis** 13 **Cha** 3
Base Atk +34 **CMB** +63 (+65 bullrush, overrun, sunder)
CMD 70 (74 vs trip)
Feats Bleeding Critical, Cleave, Critical Focus, Critical Mastery, Great Cleave, Great Fortitude, Greater Bullrush, Greater Overrun, Greater Sunder, Improved Bullrush, Improved Sunder, Improved Overrun, Power Attack, Run, Staggering Critical, Strike Back, Weapon Focus (bite)
Skills Perception +20, Survival +20

Ecology

Environment any land or underground
Organization solitary
Treasure none

SPECIAL ABILITIES

Bio-Acidic Burst (EX)
The Chyss Worldrender can spit a powerful gout of organic acid from its massive mouth, while simultaneously releasing geysers of equally potent acids from pores hidden beneath its armored exoskeleton. The end result- the monster is standing at dead center of a spherical cloud of acid, capable of melting through a mountain side.

The Chyss Worldrender can use its Bio-Acidic Burst once every 1d4 rounds.

Earthquake Stomp (Sp)
The Chyss Worldrender can rear back on its hind legs and drive its limbs into the ground with earthshaking force. By doing so, the Chyss Worldrender can use Earthquake, as a spell-like ability as a full round action.

Eco-Kill Aura (EX)
The Chyss Worldrender emits a powerful, stinking cloud of alien mutagens and toxic terraforming chemicals; these toxins are in its sweat, its pheromones, its exhalations, and its scat. All non-Chyss lifeforms within 60 ft of the Chyss Worldrender are considered *nauseated* and suffer 3d6 acid damage per round, with no save possible. Creatures immune to either poison or disease are immune to this effect, as are those in fully enclosed, airtight environments. The sickened condition lasts as long as the creature remains in the Worldrender's aura and for one minute after it leaves the area.

Non-character plants wither and die within 60 ft of the Chyss Worldrender within minutes of it entering an area. Merely by existing, the Worldrender can cause widespread crop blight and famine. Plants native to Chyss are immune to this effect.

NATURE

Chyss Worldrenders are launched ahead of the Chyss fleet's bioships in ironlaced eggs. Impacting on a target world, the monster's biology is awakened by the heat of reentry. When the Worldrender's egg cracks open upon impact, the creature inside is ravenous and enraged, and its biological drives make it an instinct driven terraformer.

Worldrenders have hot running metabolisms; they are constantly hungry for their entire ten to thirteen-month lifespan, and are instinctively driven to consume large herbivores by the hundreds, completely destroying local ecosystems. Worldrender scat is xenotoxic in the extreme, killing off native microorganisms and replacing them with bacteria more tolerable to Chyss. Within 20 years of a Worldrender's rampage, the native ecosystem is wiped away, its animal population depleted and on the verge of mass extinction, and the world is ready for Chyss colonization. When a Worldrender crashes onto a target world, the only options are the annihilation of the invader or planetary mass extinction.

Chyss Worldrenders are hard-shelled quadrupeds bigger than a city block, and massing in at several million tons. Seismic sensors a thousand miles away register the behemoth's every movement, and the Worldrender can collapse buildings merely by walking close. The Worldrender has a hammerhead skull with a mouth capable of swallowing hovertanks whole. The Worldrender's bulky, armored hide is tougher than desert granite, and has a similar coloration.

CROPDUSTER – CR 6

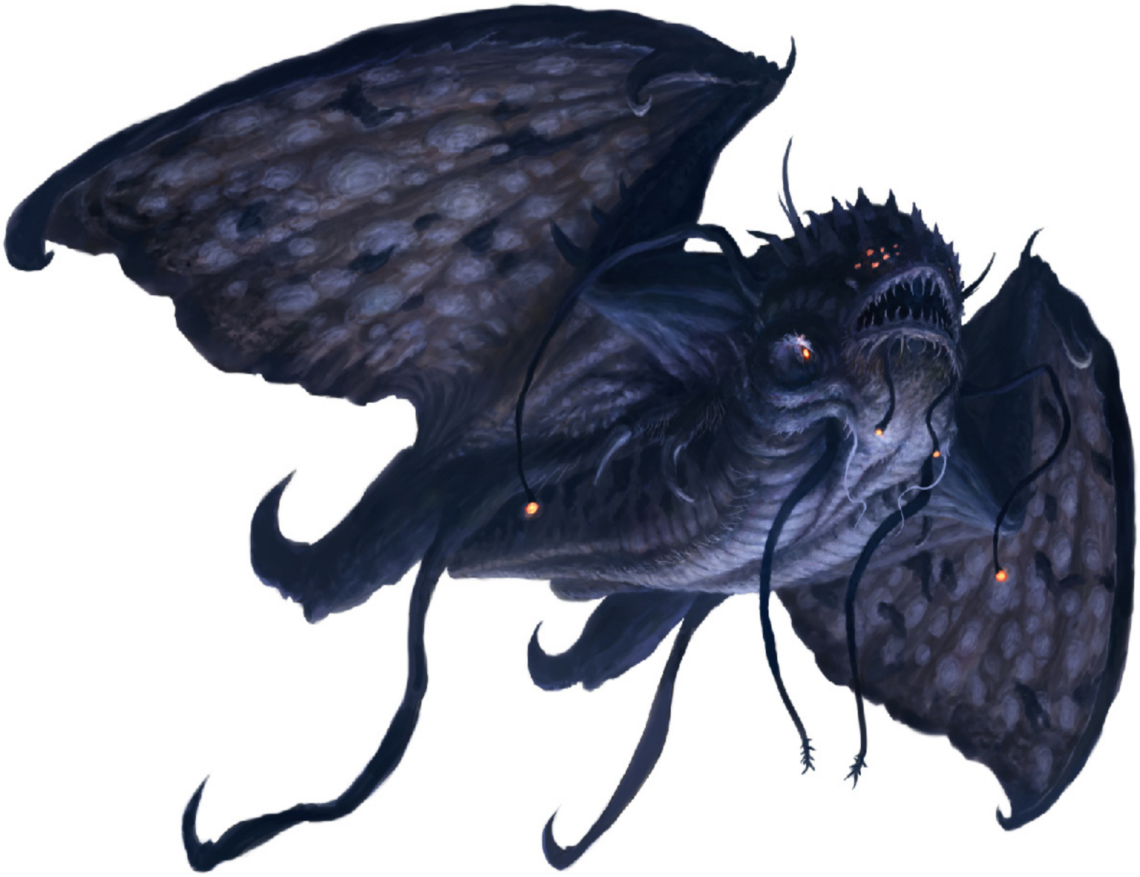
Bloodline – Nemesis
Huge N Aberration (Lifespawn)
XP 2,400
Init +6 **Senses** Darkvision 120 ft, scent, Lifesense 1 mile, Perception +9
Aura Stench (30 ft, FORT DC 20, 10 rounds)

Defense
AC 18 **Touch** 12 **Flatfooted** 15 (-2 size, +3 DEX, +1 dodge, +6 armor)
HP 9d8 + 45 hp (86 HP)
Fast Healing 5 (fire, Lifechained natural attacks)
FORT +8 **REF** +6 **WILL** +7
Immune Acid, disease, poison, radiation, suffocation, vacuum
Weaknesses Lifecount 2

Offense
Spd 20 ft Flight 80 ft (average), Zero G Flight 1,000 ft or 4 hexes, Hyperdrive Rating 0.25
Melee two +7 talons (1d10+3 slashing plus 1d6 acid, 20/x2)
Ranged +7 acid spittle (2d6 acid, 20/x3, 75 ft range increment)
Special Attacks Pounce, Mutagenic Spray (30 ft burst radius or 30 ft cone, 5d6 acid, FORT DC 20 half plus Lifespawn mutation, usable every 1d6 minutes as a swift action)
Special Qualities No Breath, Starflight, Stench

Statistics
Str 17 **Dex** 16 **Con** 20 **Int** 2 **Wis** 12 **Cha** 5
Base Atk +6 **CMB** +11 **CMD** 24
Feats Dodge, Fly-by Attack, Hover, Improved Initiative, Mobility
Skills Fly +15, Perception +9 (racial modifiers: +4 Fly)

Ecology
Environment any
Organization solitary, pair or flight (1d4+2 plus 1d4 young)
Treasure incidental



.

SPECIAL ABILITIES

Mutagenic Spray (EX)
The Cropduster can expel a highly toxic cloud of Lifechain-positive urine, toxins, mutagens and hormonal gels as it flies. Releasing this chemical cloud is considered a swift action, usable as often as once every 1d6 minutes, but only while the Cropduster is flying.

The Mutagenic Spray either occupies a 30 ft burst radius centered on the Cropduster or a 30 ft, rearward facing cone. It descends to the ground at a speed of around 90 ft per round. Mutagenic Spray remains active and toxic for up to 5 rounds; a strong wind (more than 15 mph) can disperse the Mutagenic Spray in a single round.

A creature who fails their save for half damage against the Cropduster's Mutagenic Spray must succeed at a second DC 20 FORT Save or gain the Lifespawn subtype and gain Awakened Heritage (Nemesis) as a racial bonus feat. This feat is described in this sourcebook's appendix .

The target is *nauseated* for 24 hours due to the genetic changes. Creatures with the Lifespawn subtype are immune to this secondary, mutating effect.

NATURE

Cropdusters are Lifespawn scavengers, relatively weak as far as such creatures go. Cropdusters can fly through space under their own power, albeit slowly, but are canny enough to cling to the sides of starships traveling hyperspace. Using this stowaway tactic, Cropdusters have established breeding colonies of hundreds of worlds.

Cropdusters are huge, bat-like avians larger than a military Humvee. Their hides are a fascinating mottled violet and azure tinted with silver, like moonlight on ocean water. Their blunt skulls are studded with clusters of glowing, luminous eyes, and amber eye-stalks, resembling those of an angler fish dangle from their breast.

Cropdusters take their name from their primary hunting toxin. The creatures release a spray of urine and Lifespawning mutagens as they fly. Any creature unfortunate enough to be beneath the creature's flight path risks painful, debilitating mutations and Lifespawn contamination. Those surviving this toxic rain find themselves mutating into Lifespawn themselves, making the Cropdusters a vital part of the Lifechained ecosystem. A few days after a 'scenting' flight, Cropdusters descend to feed on the mutated remains of those creatures that perished after exposure to their mutagenic cloud.

Years ago, a Lifer terror cell unleashed a flight of Cropdusters over the Choicer-held city of Olympia, Washington. Hundreds died, and thousands more were mutated, in Earth's introduction to these dangerous aliens.

CRYOSTAR – CR 9

Medium NE Outsider (cold, elemental, extraplanar, fire)
XP 6,400
Init +2 **Senses** Blindsight 90 ft, Perception +19
Languages Galactic Common, Ignan

Defense
AC 23 **Touch** 12 **Flatfooted** 21 (+2 DEX, +11 natural)
HP 12d10 + 60 hp (106 HP)
FORT +13 **REF** +10 **WILL** +7
Immune Cold, Fire, elemental traits
Resist Electrical 10

Offense
Spd 40 ft
Melee +17/+12/+7 anti-thermodynamic blade (1d8 slashing + 1d6 cold or fire*, 19-20/x2)
Special Attacks Anti-Thermodynamic Breath Weapon (30 ft cone, energy damage equivalent to the absorbed Fire/Cold attack, REF DC 21 half)
Special Qualities Anti-Thermodynamism, No Breath, Starflight, Thermodynamic
Spell-Like Abilities (CL 12th Concentration +16)
At Will – Burning Hands (R-DC 16)
- Fireball (R-DC 18)
- Fire Shield
- Ice Storm

3x/day – Cone of Cold (R-DC 19)
- Freezing Sphere (R-DC 20)

1x/day – Polar Ray (F-DC 21)

Statistics
Str 17 **Dex** 15 **Con** 21 **Int** 7 **Wis** 18 **Cha** 10
Base Atk +12 **CMB** +15 **CMD** 27
Feats Acrobatic Steps, Combat Reflexes, Lunge, Nimble Moves, Skill Focus (acrobatics), Spell Focus (evocation)
Skills Acrobatics +23, Intimidate +15, Perception +19, Stealth +17
Gear anti-thermodynamic blade (see text)

Ecology
Environment cold underground (the nucleus of comets)
Organization solitary or accompanied by 2-4 young (with the young simple template applied once or twice)
Treasure standard

SPECIAL ABILITIES

Anti-Thermodynamism (SU)
Any time the Cryostar is specifically targeted by either a Cold or Fire effect (though not area effects) the Cryostar acts as if hasted for one round per three damage dice the effect would normally afflict. In addition, the Cryostar may use its Anti-Thermodynamic Breath Weapon as a swift action.

The Anti-Thermodynamic Breath Weapon is a 30 ft cone that inflicts the same base damage as the absorbed energy attack, with a DC 21 REF Save for half damage (CON based). The Cryostar may choose to inflict either Cold or Fire damage with this breath weapon.

Anti-Thermodynamic Blade (SU)
The Cryostar's jagged cryogenic blade pulses with cold energies. It acts as either a *+2 flaming burst bastard sword* or a *+2 icy burst bastard* sword. The Cryostar makes the choice at the moment of the attack and may alternate between energy types as often as desired.

If the Cryostar is slain, its sword retains its properties for 6d6 hours, before the blade sublimates to ice and exotic vapors. However, any creature other than a Cryostar suffers 1d4 points of energy damage, of the same type as the blade currently inflicts, each time the wielder wills the blade to change its energy type.

Thermodynamic (SU)
When the Cryostar uses any of its spell-like abilities, it may choose to substitute Cold for Fire damage and vice versa. No other variables in the spell-like ability change, and the Cryostar makes the choice at the moment it uses any such ability.

NATURE

Cryostar *(also vulgarly: Icefires, Icers, Comet Things)* are thankfully rare in settled space, considered a protected, predatory species by Command xeno-naturalists. They are common out in the Big Black beyond Free Space, where vast breeding populations lurk at the heart of comets at the outer edge of their solar systems, or the rogue comets on a long, frozen flight through the interstellar void. Cryostar breed in hyperspace, and organelles in their guts resemble bio-organic hyperdrive shunts. Cryostar embryos nest in hyperspatial gravity wells, and only emerge into normal space in the proximity after long gestation.

Cryostar lair in the icy heart of comets, and use a comet's long icy corona to camoflauge their moments. The species can lay dormant for centuries, or millennia if necessary, until their cometary nest passes a habitable world, or encounters a starship. When such opportunities for predation present themselves, Cryostar packs descent en masse. Cryostar are forced into less predictable conflicts with humanoid sentients due to cometary water mining. As a result, standard operating procedure for most comet mining companies is to shatter prospect comets with high-explosive plasma charges prior to beginning mining operations

Cryostars have a rudimentary hominid form, approximately two meters tall at the shoulder, though their icy crests and spines might add another meter to their total height. The species is eyeless, perceiving the world through a combination of organic ranging radar and a keen thermo-sense; there's some suggestion their thermal senses are acute enough to perceive the minute amounts of heat released by humanoid digestive processes. When the creature 'speaks' it is a musical sound produced from some radio-like organ within the abdomen. A Cryostar's lanky form is sheathed in a thick, jagged carapace of ice and frozen nitrogen. When the creature desires, it can form a sword-like blade of the same ultra-dense commentary ice.

CULTIST, CRIME WIRE – CR 1

Medium CE Humanoid (human, cyborg)
XP 400
Init +0 **Senses** Lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +0
Languages Galactic Common

Defense
AC 11 **Touch** 10 **Flatfooted** 11 (+1 armor)
HP 2d8 +5 hp (14 HP)
FORT +4 **REF** +0 **WILL** +0
Immune Slashing
Weaknesses Cybernetic Security Risk -0

Offense
Spd 30 ft
Melee +3 light mace (1d6+2 bludgeoning, 20/x2) OR
Melee +3 unarmed strike (1d4+2 slashing, 19-20/x2)
Ranged +1 spacer's blaster (2d6 fire, 20/x2, 50 ft range increment, semi auto, 12 cell)

Statistics
Str 15 **Dex** 11 **Con** 12 **Int** 9 **Wis** 10 **Cha** 9
Base Atk +1 **CMB** +3 **CMD** 13
Feats Power Attack, Toughness
Skills Craft (electronic) +4, Stealth +5
Gear leather jacket, crowbar (light mace)
Cybernetics
Headware – Onboard Computer, Attack Barrier +1
Bodyware – Dermal Weave, Razor Nails

Ecology
Environment any urban
Organization usually found in gangs of 5-20
Treasure standard (including gear)

SPECIAL ABILITIES

Thrill-Kill Masochism (EX)
Crime Wire Cultists are all about the thrill of violence, and make no difference between violence done to others and self-mutilation.

When a Crime Wire Cultist is first reduced to half Hit Points (7 HP) during an encounter, the Cultist and all allied Crime Wire Cultists within 30 ft gain a +10 ft increase to their land speed, and gain a +2 morale bonus on melee attack and damage rolls.

NATURE

Crime Wire Cultists are created by repeated downloading of corrupted snuff-VR files – a cyborg gets a taste for virtual killing, goes crazy and starts killing in real-space. Crime Wire Cultists form violent, contentious gangs,

holing up in condemned buildings and abandoned factories, boiling out into the urban night in search of victims. Crime Wire cults are dangerously unpredictable, killing at random. These chaotic cults tend to be too crazy to survive long: indiscriminate predation quickly brings police and military force down on the cult.

Crime Wire Cultists typically sport visible cyber-implants, wear ratty leather jackets splattered with blood and piss, and are generally identifiable as homicidal psychopaths at a glance. If you wish to make a Crime Wire cult more dangerous, add some ***Cranker*** NPCs (from *Secret Soldiers*), as cult leaders and OGs.

CULTIST, COSMIC SATANIST – CR 2

Medium CE Humanoid (chaotic, evil, human)

XP 600

Init +1 **Senses** Darkvision 60 ft, lowlight vision, Perception +0

Languages Abyssal, Infernal, Galactic Common

Defense

AC 13 **Touch** 11 **Flatfooted** 12 (+1 DEX, +2 armor)

HP 3d8 +6 hp (20 HP)

FORT +3 **REF** +4 **WILL** +1

Immune non-magical disease

Offense

Spd 30 ft

Melee +3 shortsword (1d6+1 slashing, 20/x2)

Ranged +3 rocker (2d6 sonic, 19-20/x2, 50 ft range increment, single shot) OR

Ranged +7 Perform rocker (2d6 sonic, 19-20/x2, 50 ft range increment, single shot)

Statistics

Str 13 **Dex** 13 **Con** 14 **Int** 7 **Wis** 11 **Cha** 12
Base Atk +2 **CMB** +3 **CMD** 14
Feats Meaningful Ink, Skill Focus (perform: stringed)
Skills Intimidate +5, Knowledge (local) +2, Perform (stringed) +7
Gear rocker, shortsword, mwk. leather jacket with armor spikes, a few Glow joints

Ecology

Environment any (most common on ***Walpurgisnacht***, the Cosmic Satanist homeworld)
Organization solitary, pair or huge gangs of up to 70+
Treasure standard (including gear)

SPECIAL ABILITIES

Rock n' Rude (EX)
If it's too loud, you're too old – and the Cosmic Satanist's gonna kill you!

The Cosmic Satanist receives a +1 trait bonus on attack rolls with any Rocker when attacking a character in the Old age category or older. In addition, the Cosmic Satanist receives a +2 trait bonus on Intimidate checks made against characters in the Old age category or older.

Satanist Ink (EX)
The Cosmic Satanist's blasphemous tats promise death to ICG sheep! The Cosmic Satanist gains a +2 morale bonus on damage rolls made against characters with any ICG patron deity.

Unholy Rock and Roll (SU)
Once per day, when making a Perform check to attack with his rocker, the Cosmic Satanist can swap the damage type from Sonic damage to unholy damage, not subject to energy resistance or immunity. The Cosmic Satanist makes this choice prior to making the Perform check.

NATURE

Cosmic Satanist Cultists are rowdy, violent boneheads who carve inverted pentacles into their chest, tattoo their bodies with lurid images of demons and skulls and wrap themselves in black leather and chrome. These screaming banshees fight out of sheer hatred of ICG conformity, relishing the chance to slaughter the enemies of the Satanic Trinity. Tens of thousands of these brutal wild men and women can be found in Walpurgisnacht's mosh pits, sacrificial arenas and orgiastic temples.

CULTIST, GREAT WORM – CR 5

Medium LE Humanoid (human) Ranger 6
XP 1,600
Init +3 **Senses** Perception +12
Languages Arabic, Galactic Common, maybe 1-2 others

Defense

AC 16 **Touch** 14 **Flatfooted** 13 (+3 DEX, +2 armor, +1 shield)
HP 6d10 +6 hp (39 HP)
FORT +6 (+10 vs hot environments) **REF** +8 **WILL** +5

Offense

Spd 30 ft
Melee +6/+6/+2 dagger (1d4+2 slashing, 19-20/x2)
Ranged +10 raptorix (1d3+1 slashing, 15-20/x3, 30 ft range increment, returning)
Favored Enemy Vermin +4, Humanoid (human) +2
Favored Terrain Desert +2
Special Qualities Hunter's Bond (companions, 3 rounds), Track, Wild Empathy
Spellcasting (CL 2nd Concentration +5)
First **–** magic fang, resist energy

Statistics

Str 13 **Dex** 17 **Con** 12 **Int** 11 **Wis** 17 **Cha** 11
Base Atk +6 **CMB** +7 **CMD** 20
Feats Endurance, Fly-By Attack, Improved Two Weapon Fighting, Mounted Combat, Two Weapon Defense, Two Weapon Fighting, Ptarn Flier
Skills Climb +10, Heal +6, Knowledge (nature) +9, Knowledge (religion) +3, Perception +12, Ride +9, Stealth +12, Survival +12
Gear two masterwork daggers, masterwork raptorix, masterwork survival suit, smartphone (built into armor), multiple canteens and water purification/condenser kit, bedroll and survival pack

Ecology

Environment warm deserts within the range of ***Juggernaut Worms***
Organization solitary, tribe (4d6) or huge warbands, with each warrior mounted on a ***Ptarn***
Treasure standard (including gear)

NATURE

Cultists of the Great Worm are xenophobic, desert dwelling tribes that ascribe divine motives and power to the massive ***Juggernaut Worms*** that haunt the deep deserts. Cults of the Great Worm base their faith on bastard Islamic and pre-Islamic Arabic traditions, mutated by centuries of starflight and distance from Old Earth. To them, the all-consuming, nearly unstoppable Juggernaut Worms are both the test, and the manifest will, of a half-remembered Allah.

Great Worm Cultists are a fast, lean people who protect themselves from the desert's killing heat beneath full-body survival suits that recycle water and prevent heat stroke. They fight with paired daggers sharpened from the fallen scales of slain Juggernaut Worms. Hunting the great worms is a test for an entire community – young cultists are not considered adults until they survive a hunt. The tribe fights from the back of ***Ptarn*** mounts, zipping in to slash at the behemoths, hopefully climbing again before the monster can retaliate. The cultists dote on their Ptarn mounts, and much of their culture is bound up in the care and legends of these proud avians.

CULTIST, HEDONIST – CR 1

Medium NE or CE Humanoid (psionic)
XP 400
Init +3 **Senses** Perception +1
Languages Abyssal, Galactic Common

Defense
AC 15 **Touch** 15 **Flatfooted** 11 (+3 DEX, +1 dodge, +1 armor)
HP 2d8 hp (9 HP)
FORT +4 **REF** +3 **WILL** +1
Resist Pleasure 5
Immune ability score damage/drain, disease

Offense
Spd 35 ft
Melee +3 dagger (1d4+2 slashing, 19-20/x2)
Ranged +4 tasp pulse (2d4 pleasure, 20/x3, 25 ft range increment, single shot)
Psi-Like Abilities (ML 2nd Concentration +5)
At Will – distract (W-DC 13)
- sense link (fellow Hedonist Cultists only)
- synesthete

Statistics
Str 12 **Dex** 17 **Con** 12 **Int** 11 **Wis** 12 **Cha** 16
Base Atk +1 **CMB** +2 **CMD** 15
Feats Dodge, Fleet
Skills Acrobatics +7, Perform (sexual) +7, Stealth +6
Gear battle lingerie, mwk. dagger

Ecology
Environment any
Organization pair or orgy-gang (3d6)
Treasure standard (including gear)

NATURE

Hedonist Cultists are spoiled, genetically perfect, wealthy and privileged beyond compare. Their every need is attended by android servants or high-bred slaves. Hedonist Cults often trail in the wake of powerful, Pleasure-wielding threats, such as lust murderers or ***Atomic Harlot*** masterminds. In exchange for protection and the thrill of the kill, Hedonist Cultists bring their sadistic masters fresh victims.

Hedonist Cultists are invariably young: ranging from older teen acolytes to senior cult nobility in their mid 20s. Upon induction into the cult, a glowing violet crystal (which is the source of the Cultist's deadly pleasure blasts) is implanted upon the Cultist's brow. Sometime after a Hedonist Cultist's 24th birthday, but before the Cultist turns 30, this crystal begins to glow a screaming neon pink. When the crystal starts to glow, the Hedonist Cultist surrenders to an erotic suicide at the hands of their fellow Cultists.

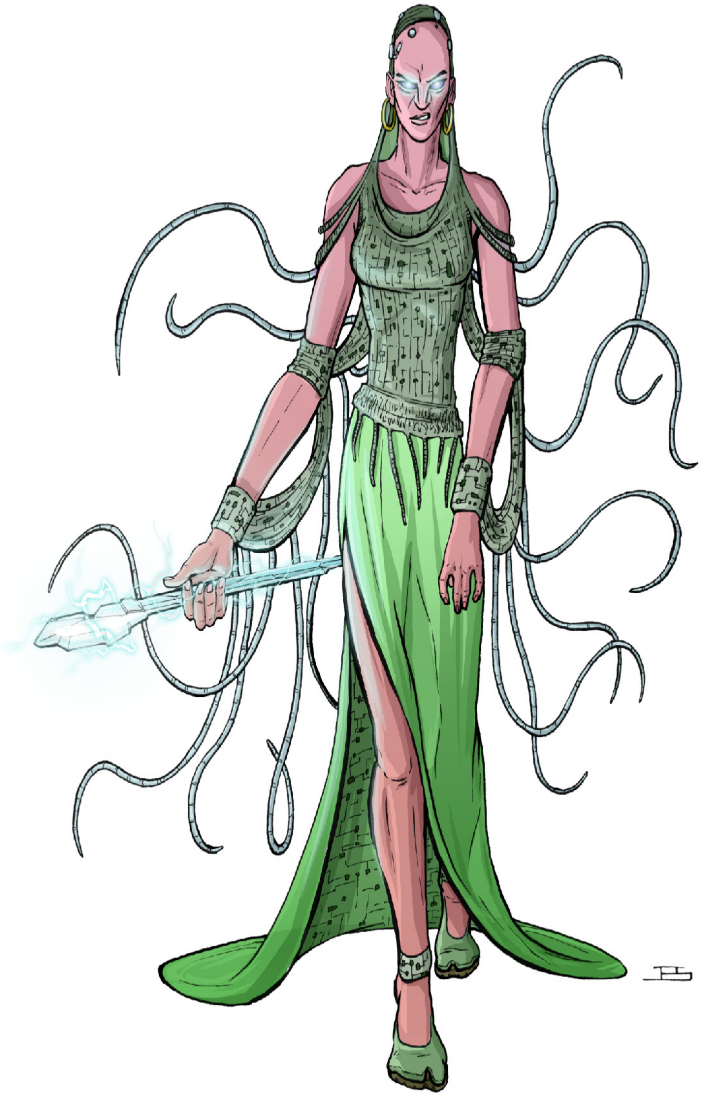
CULTIST, MACHINE – CR 1

Medium LE, NE or LN Humanoid (cyborg, psionic)
XP 400
Init +1 **Senses** Lowlight vision, Perception +1
Languages Binary, Galactic Common, at least one Tech-* dialect, 1 or 2 others of choice

Defense
AC 13 **Touch** 11 **Flatfooted** 12 (+1 DEX, +2 equipment)
HP 2d8 hp (9 HP)
FORT +0 **REF** +1 **WILL** +4
Resist Electrical 5, Fire 5, Force 5
Weaknesses Cybernetic Security Risk -0

Offense
Spd 30 ft
Melee +1 unarmed strike (1d3 non-lethal, 20/x2)
Ranged +3 spacer's blaster (2d6 fire, 20/x2, 50 ft range increment, semi auto, 12 cell)
Power Point Reserve 2
Psi-Like Abilities (ML 2nd Concentration +6)
3x/day – engineer's touch
1x/day – cybernetic gift

Statistics
Str 11 **Dex** 13 **Con** 10 **Int** 18 **Wis** 13 **Cha** 15
Base Atk +1 **CMB** +3 **CMD** 14
Feats Point Blank Shot, Skill Focus (craft: cybernetics), Wild Talent
Skills Autohypnosis +4, Computer Use +9, Craft (cybernetics) +12, Heal +6, Knowledge (religion, technology) both at +9
Gear executive armor (robes), mwk. spacer's blaster



(wand), 1x spare cell, psionic repair kit
Cybernetics
Headware **–** Onboard Computer +2, Attack Barrier +1, advanced cyberoptics, lowlight optics,
Bodyware – Tendril Cyberlimb x2

Ecology
Environment any
Organization usually found in small cabals of 2-5
Treasure standard (including gear)

NATURE

Machine Cultists are a scattered and diverse breed of tech-worshippers often found in the service of powerful living machines as engineers and worshipful techno-slaves. Machine Cultists might be found in the lairs of powerful Battlechanger warlords or Genesis-bloodline post-humans.

Others might be the only breathing things in the star tomb of a ***Cyber-Phantom*** or might work tirelessly to keep the ancient, geriatric machines of the ***Zeth*** alive for one more starflight.

Machine Cultists are imperious humanoids in circuit-woven smartfiber robes. They have extensively augmented bodies and mind with cyber-systems as well as a variety of decorative or ritualistic implants.

CULTIST, XENOS – CR 1

Medium LE, NE or CE Humanoid (xenogaunt)
XP 400
Init +0 **Senses** Lowlight vision, scent, Perception +1
Languages Abyssal, Galactic Common

Defense
AC 16 **Touch** 10 **Flatfooted** 16 (+2 armor, +4 natural)
HP 2d8 +6 hp (15 HP)
FORT +6 **REF** +0 **WILL** +3
Resist Fire 2
Immune Acid, disease, poison

Offense
Spd 30 ft
Melee +3 light mace (1d6+2 bludgeoning, 20/x2)
Ranged +1 sawed off shotgun (2d8 ballistic, 20/x2, 10 ft range increment, single shot, 2 internal)
Spell-Like Abilities (CL 1st Concentration +3)
3x/day **–** Ktenology

Statistics
Str 14 **Dex** 11 **Con** 17 **Int** 15 **Wis** 12 **Cha** 9
Base Atk +1 **CMB** +3 **CMD** 13
Feats Iron Will, Power Attack
Skills Bluff +4, Computer Use +4, Heal +6 (+10 when genetically engineering) , Stealth +5
Gear engineering suit, light mace (work hammer), sawed off shotgun and 12x spare shells, smart phone

Ecology
Environment any
Organization solitary, pair, finger of the black (1d6+3) or found as part of a mature ***Xenogaunt*** hive
Treasure standard (including gear)

SPECIAL ABILITIES

Willing Xeno-Impregnation (EX)
The Xenos Cultist was willingly and ceremonially ‘impregnated’ with Xenogaunt seeds, a dark pregnancy that is held in hormonal stasis by the Cultist’s genemods. When the Xenos Cultist is slain, unless the body is completely destroyed prior, 1d4+1 ***Xenogametes*** emerge from the corpse within 1d4 hours.

NATURE

Xenos Cultists revere the monstrous ***Xenogaunt*** species as the galaxy's one perfect organism – living, glossy black engines of destruction. Xenos cultists smuggle the Xenogaunt genome to unsuspecting worlds and stations, turning to illegal gene-mods to make themselves more like the demonic predators they emulate. Actual Xenos Cultists tend to be the driving force behind a web of blackmailed, bribed and often unwitting catspaws, and in turn they are used by the Xenogaunts themselves. Xenoguants have no love or loyalty to their cultists, seeing them only as a means to an end. Xenos Cultists are able to smuggle Xenogametes into places the species would be unable to reach on their own.

Xenos Cultists ensure their designer mutations are easily concealed under normal clothing. However, when nude, their body is revealed as a gnarled mass of obsidian chitin and bone spurs, their form a mockery of the sleekness of a Xenogaunt's shell.

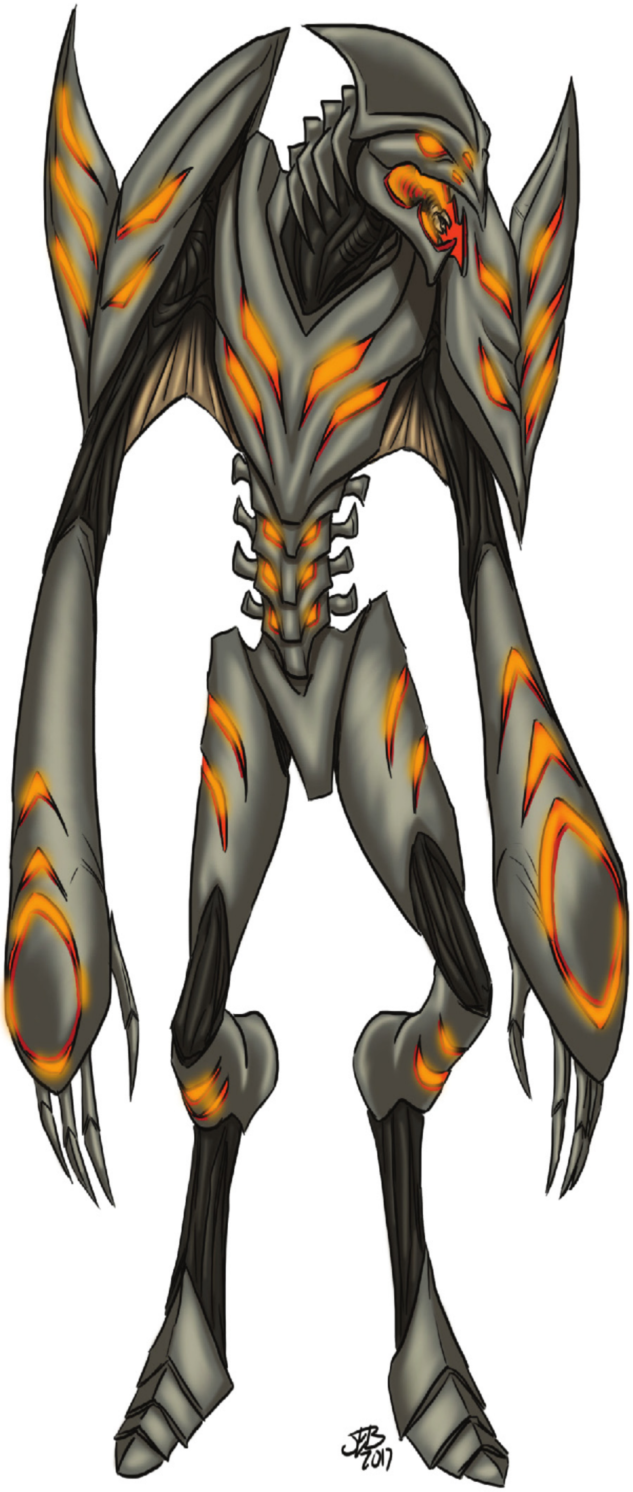
CURATOR – CR 13

Huge LE Construct (Battlechanger)
XP 25,600
Init +0 **Senses** Darkvision 120 ft, lowlight vision, Discriminatory Lifesense 100 miles, Perception +21
Languages Binary, Galactic Common, Stonecutter, Tech-EM, Tech-FG, Tech-TY, Tech-SV
Aura Fuelon Bleed Aura (60 ft, Battlechangers lose 1 point of Fuelon/round, F-DC 19 negates)

Defense
AC 28 **Touch** 16 **Flatfooted** 28 (-2 size, +12 natural, +8 deflection)
HP 18d10 +40 hp (139 HP)
FORT +6 **REF** +6 **WILL** +9
Damage Reduction 10/epic
Immune construct immunities
Resist Cold 10, Force 20, Fire 20

Offense
Spd 50 ft Flight 150 ft (average) Space Flight 1,500 ft (perfect)
Melee two +23 slams (2d12+7 bludgeoning plus *alt-lock,* F-DC 19 negates, 19-20/x4)
Special Attacks fuelon eruption breath weapon (75 ft line, 10d6 Fire, 5d6 Electrical plus *fuelon explosion* R-DC 19 half)
Special Qualities Greater Starflight

Statistics
Str 24 **Dex** 11 **Con** – **Int** 13 **Wis** 17 **Cha** 10
Base Atk +18 **CMB** +27 (+29 disarm/sunder) **CMD** 37
Feats Combat Expertise, Gorgon's Fist, Greater Disarm, Greater Sunder, Improved Disarm, Improved Sunder, Medusa's Wrath, Power Attack, Scorpion Style
Skills Knowledge (local) +19, Perception +21, Sense Motive +21



Ecology
Environment any
Organization solitary or pair
Treasure standard (though a Curator might be assigned

to guard collections of incredible value, the creature itself does not collect treasure)

SPECIAL ABILITIES

Collection (EX)
When the Curator reduces a creature with either the Battlechanger or the Lifespawn subtype to 0 HP but does not kill it outright, the Curator can choose to reduce it to exactly 0 HP and stable. The target is *unconscious* and *paralyzed* for 4d6 hours or until it receives any amount of healing or a DC 15 Heal check.

Cosmic War Mastery (EX)
The Curator receives a +4 competence bonus on attack rolls against creatures with either the Battlechanger or the Lifespawn subtype due to special training against these hated foes.

Discriminatory Lifesense (EX)
Though it is not Lifespawn itself, the Curator's onboard sensors can easily pinpoint nearby Lifespawn. The Curator's Lifesense also allows the Curator to learn the bloodline and Lifecount of all Lifespawn within range.

Fuelon Bleed Aura (SU)
Any creature with the Battlechanger subtype and a Fuelon Reserve must succeed at a DC 19 FORT Save or expend a point of Fuelon each round they remain within 60 ft of the Curator. A successful save negates the effect, but the save is repeated reach round they remain within the aura.

Fuelon Eruption Breath Weapon (SU)
Every 1d3 rounds, the Curator can unleash a 75 ft line of raw fuelon. All creatures within the line suffer 10d6 Fire and 5d6 Electrical damage (REF DC 19 half). Creatures with a Fuelon reserve who take damage from this breath weapon suffer an additional +1d6 Fire damage per point of Fuelon in their reserve, to a maximum 25d6 Fire. A secondary FORT DC 19 save negates this additional damage.

As an immediate action, the Curator can expend Fuelon to improve this breath weapon. The Curator can expend as much Fuelon as desired, to a maximum of its current Reserve

- Expending 1 point of Fuelon allows this breath weapon to overcome energy resistance or immunity possessed by a Lifespawn target.

- Every point of Fuelon expended increases the damage dice by +1d6 per type and increases the REF Save by +1.

Fuelon Reserve (EX)
The Curator has a Fuelon Reserve of 5 points. The Curator can expend a point of Fuelon to achieve a variety of effects, described fully in this sourcebook's appendix.

As a full round action, the Curator can touch an unconscious, helpless or willing Battlechanger and drain its Fuelon reserve. Doing so sets the target creature's Fuelon Reserve to 0 and transfers any remaining Fuelon to the Curator.

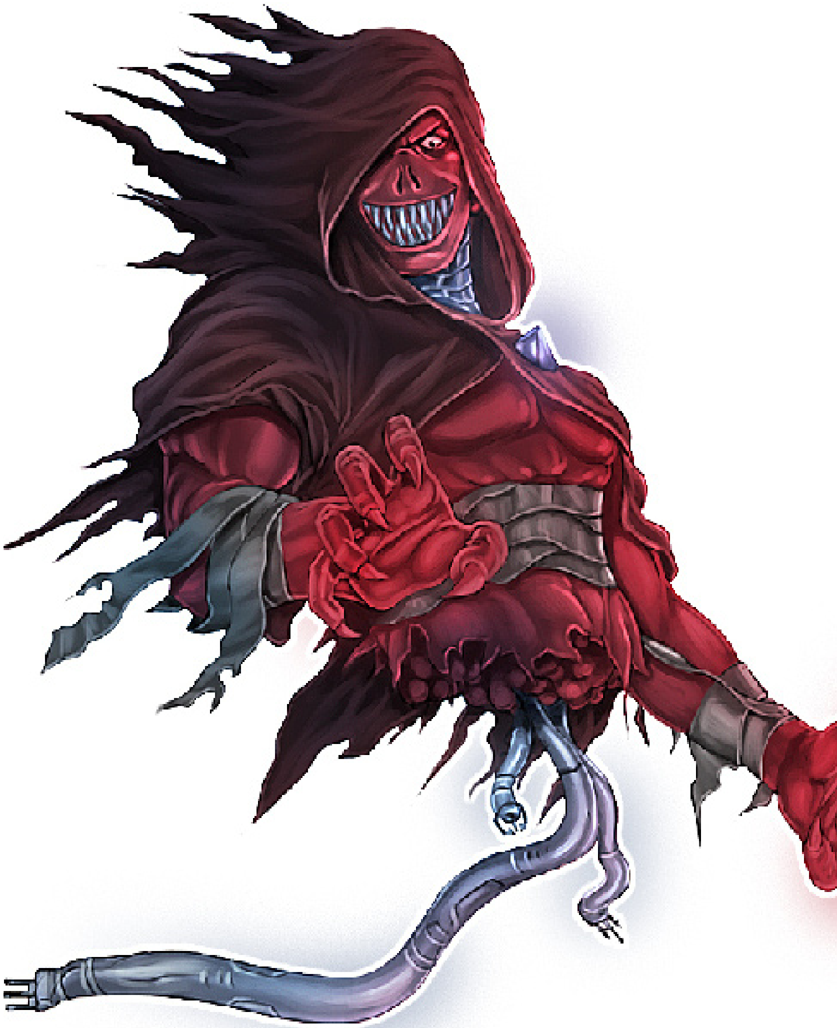
Locking Slams (SP)
Any Battlechanger damaged by the Curator's slams is affected by *alt-lock* and frozen in their current mode unless they succeed at a DC 19 FORT Save. This effect lasts ten rounds, with the Battlechanger gaining a new save each round to end the effect.

NATURE

The Curators are an ancient enemy of the Battlechanger race, a plague whose origins and true nature are murky (at best) even for a species as long-lived as the Battlechangers. To a Curator, all Battlechangers are property, specifically their own property, unless any particular Battlechanger is claimed by a Curator of higher status. When a Curator hacks a Battlechanger's transformation systems, drains their Fuelon lifeblood like a vampire, and transforms the once-free mechanoid into a thing that is both art object and eternal power battery, it is merely reclaiming something they own by right of birth. Relentless and utterly malevolent, Curators control vast reaches of the Steel Sector, transforming airless worlds into eerie museums whose display pieces are mutilated, half-transformed, paralyzed yet still conscious Battlechangers… some of whom have been bound for longer than mammalian life has existed on Earth.

Curators have little interest in non-mechanical life forms, and barely recognize most humanoids as individual lifeforms, much less as intelligent beings. Few ever converse with non-mechanical Lifeforms. The rare exception is an encounter with Lifespawn of the bio-mechanical Genesis bloodline. A few Curators have added particularly interesting Genesis-blood Lifespawns to their collections, to the acclaim of their contemporaries. Though most of their energies are focused on capturing high value Battlechangers, some of the ancient races' energies have been refocused on understanding (and eventually dominating) the Lifechain – a new obsession, the first new fancy to catch the species' jaded imaginations in uncounted aeons.

Curators are massive, self-aware machines, easily the physical match of their favored prey. Most Curators stand more than 20 ft tall at the shoulder and are clad in gunmetal armor of incredible of incredible density. They are lean and predatory, their hulls as sleek and radar-blank as a stealth bomber. When they deign to speak to humanoids, their voices are clipped, precise and masculine. When communicating wirelessly, their data packets are threatening and dominant, laced with advanced, living computer viruses.



CYBER-PHANTOM – CR 10

Medium NE Undead
XP 9,600
Init +3 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +20
Languages Binary, Galactic Common, Stonecutter, one Tech-** dialect of choice
Aura Privacy Field (30 ft, electronic comms fail)

Defense
AC 23 **Touch** 17 **Flatfooted** 20 (+3 DEX, +6 natural, +4 deflection)
HP 16d8 +64 hp (136 HP)
FORT +5 **REF** +8 **WILL** +13
Channel Resistance variable (see *Anti-Cyber Channel Resistance*, below)
Immune undead immunities, Ballistic
Vulnerable Electricity

Offense
Spd Flight 60 ft (average)
Melee two +14 talons (1d6+2 slashing, 19-20/x2 plus energy drain)
Attack Options energy drain (1 level, F-DC 23)
Special Attacks Discordance
Spell-Like Abilities (CL 16th Concentration +21)
Constant **–** mage armor (included in statistics above)
3x/day **–** offensive cyber surgery (F-DC 22)

Statistics
Str 15 **Dex** 16 **Con –** **Int** 20 **Wis** 13 **Cha** 18
Base Atk +12 **CMB** +14 **CMD** 27
Feats Bleeding Critical, Combat Expertise, Critical Focus, Master Craftsman**,** Iron Will, Skill Focus (computer use), Xeno-Medic
Skills Craft (cybernetics, electronic) both at +24, Computer Use +33, Heal +17, Intimidate +23, Knowledge (business, civics, history, technology) all at +21, Perception +20
Gear vast collection of cybernetics, for use as foci for the *offensive cyber surgery* spell
Cybernetics
Headware – Onboard Computer +3, Advanced Cyber-Optics, Facial Recognition Database, Attack Barrier +1
Bodyware – Anti-Ballistic Bodyweave
ECCM – Privacy Field

Ecology
Environment any urban or ruins (occasionally found in asteroid tombs or deep space)
Organization usually solitary or accompanied by 1d6+1 wraiths or 1d3 more powerful undead
Treasure double standard (in lair)

SPECIAL ABILITIES

Anti-Cyborg Channel Resistance (SU)
The Cyber-Phantom cannot easily be turned by Clerics (or other divine characters) who have augmented their bodies with cyber-systems. The Cyber-Phantom gains Channel Resistance equal to the Cleric's Drain rating (or total number of implants). The Cyber-Phantom is never harmed by energy channeled by a Cleric from either the Light or Heavy Cyborg player races.

Discordance (SU)
As a full round action, the Cyber-Phantom can unleash a scream both on audible and wifi frequencies that explosively destroys cybernetic systems. All creatures in a 30 ft burst suffer 1d6 points of electrical damage per cybernetic implant they possess and one cybernetic implant of the Cyber-Phantom's choice gains the *broken* condition and ceases function. A successful DC 23 FORT Save halves the Electrical damage and prevents system failure.

Soul Hacking (SU)
The Cyber-Phantom can perform any cyber-hacking task via the Computer Use skill as a full round action.

NATURE

Cyber-Phantoms are ancient, long-buried corpses of cybernetically augmented warriors and occult-tech engineers, entombed in ancient asteroids and long forgotten urban graveyards. Buried with ceremony and finery, a cruel new intelligence born from a combination of soul-deep corruption and last-chance backup systems buried deep in a decaying cyberbrain emerges. Cyber-Phantom transform their tombs into dangerous warrens of occult-tech traps and cyber-foundries infused with planar evil. Cyber-Phantom 'barrows' are rich in ultra-tech treasure, but most galactic adventurers steer clear of the cunning, cruel undead.

Cyber-Phantoms resemble rotting humanoid corpses wrapped in tattered burial shrouds. Ancient, time-ruined cybernetic implants still function within necrotic flesh, occasionally flashing with cold electricity and the smell of burning, rancid flesh. Most Cyber-Phantoms are badly torn and tattered, floating unsteadily on half a body worn away by time and warfare.

Cyber-Phantoms rarely leave their lairs, only venturing out to find needed raw materials or when their lust for torture overrides their self-preservation instincts. The creature uses the expensive collection of cybernetics implants filling its dark lair as weapons. A favorite tactic is to forcibly implant a prosthetic heart or cyber-brain in a screaming victim, and than use *discordance* immediately after to kill the unfortunate outright.

DART – CR 3

Bloodline Unknown
Medium N Magical Beast (lifespawn)
XP 800
Init +1 **Senses** Darkvision 1,000 ft, *fusion sense,* Lifesense 100 miles, Perception +9

Defense
AC 17 **Touch** 11 **Flatfooted** 16 (+1 DEX, +6 natural)
HP 4d10 +12 hp (34 HP)
FORT +7 **REF** +5 **WILL** +3
Immune Fire, suffocation, radiation, vacuum
Weaknesses Lifecount 4

Offense
Spd 40 ft Flight 120 ft (poor) Zero Gravity Flight 2,000 ft (4 space scale squares; perfect)
Melee two +9 tentacles (1d6+5 slashing, 20/x2 plus grab) or
+11 ramming charge (6d6 piercing, 20/x2)
Special Qualities No Breath, Starflight

Statistics
Str 20 **Dex** 12 **Con** 16 **Int** 3 **Wis** 14 **Cha** 5
Base Atk +4 **CMB** +9/+11 grapple **CMD** 20/24 vs trip, bullrush
Feats Improved Grapple, Power Attack
Skills Perception +9

Ecology
Environment space
Organization usually solitary
Treasure incidental

SPECIAL ABILITIES

Fusion Sense (SU)
The Dart can sense the distance and general direction to high-energy fusion reactions within a 10 light year radius. It usually navigates by perceiving the energy of nearby stars, but with this ability, the Dart can also sense the engine core of starships, the fusion-powered mecha-biology of Battlechangers or similar species, or planetary power grids. It can pinpoint moving fusion plants (such as that powering Battlechangers or powered armor) as if it possessed blindsense in this radius.

Ramming Charge (EX)
The Dart can use the fly action when charging provided it flies in a straight line. The Dart's ramming charge special attack is only available after a charge. This attack ignores the Hardness of vehicles and objects.

NATURE

Darts are an extreme hazard to lightly armored civilian starships. Born and adapted to the depths of space, Darts are drawn to the radiation signatures of passing starships and can accelerate like living mass-driver rounds to punch through a hull and get at the screaming meat inside.

Darts are radially symmetrical, mollusk-like creatures. Their shells are stronger than titanium, and when in flight, the Dart can withdraw its manipulator tendrils into its stony body, in effect transforming itself into a living missile. Darts have no ability to enter hyperspace or the ITF corridor under their own power. Instead, they enter stasis and can drift at high sublight speeds for tens of thousands of years at a time before sighting viable prey. Darts prefer to hunt near well-travelled shipping lanes and in the inner orbits of settled systems. If asteroid belts exist near their hunting grounds, they will inhabit these, sometimes carving simple lairs into the rocks.

Darts are relatively weak Lifespawn. They are easy prey for more dangerous creatures. Darts flee at maximum speed if they sense a Lifespawn aboard a ship they're assaulting. Often, Lifespawn spacers never even realize they were the 'victims' of an abortive raid by a startled Dart, or only glimpse the creature as a rapidly fading sensor echo.

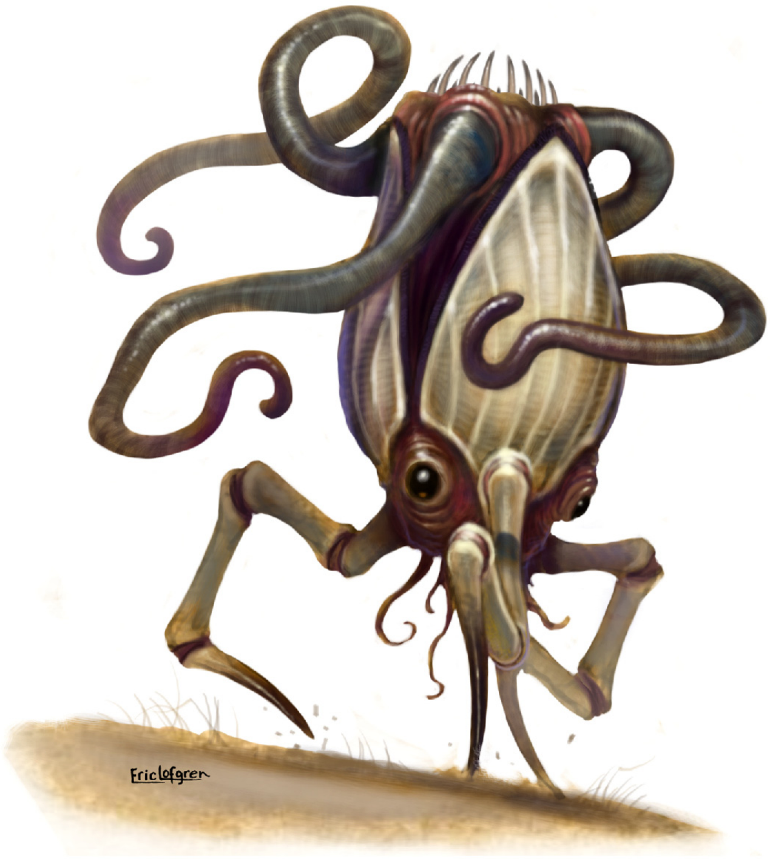
DEAD ASTRONAUTS

Deep space is a dangerous place, and Hyperspace is even worse: humans can at least *understand* hard vacuum. Hyperspace is distorted non-reality which plays games with comprehensible physics and has dangerous effects on humanoid minds travelling through it unprepared: endless rainbow chaos that allows humanoids to ignore the lightspeed limit.

The energies of hyperspace occasionally leak into material reality. Creatures like the ***Tantalos*** are born in and of the chaos of hyperspace. Space-born undead are also products of hypersptial leakage. The following creatures are a variety of undead that might be found on desolate stations or long-abandoned vessels, adrift on the void.

DEAD CREW – CR 1

Medium LE or NE Undead
XP 400
Init +1 **Senses** Darkvision 60 ft, lowlight vision, Perception +5
Languages Galactic Common
Aura Cracks in the Hull (60 ft, reduce exterior wall's Hardness 5 and HP 10)



Defense
AC 14 **Touch** 11 **Flatfooted** 13 (+1 DEX, +1 armor, +2 natural)
HP 2d8 hp (9 HP)
FORT +0 **REF** +1 **WILL** +3
Immune undead immunities

Offense
Spd 30 ft
Melee +2 slam (1d6+1 bludgeoning, 20/x2 plus energy drain)
Ranged +2 sawed-off shotgun (2d8 ballistic, 20/x2, 10 ft range increment, 2 internal, single shot)
Special Attacks Energy Drain (1 level, F-DC 11)

Statistics
Str 12 **Dex** 13 **Con** – **Int** 10 **Wis** 11 **Cha** 10
Base Atk +1 **CMB** +2 **CMD** 13
Feats Vehicle Expert
Skills Computer Use +2, Perception +5, Pilot +8
Gear spacer's jumpsuit, sawed-off shotgun and 12x shells

Ecology
Environment almost always found on a haunted starship or station, including huge crews working aboard *Megadeath Ruins*
Organization solitary, gang (2d6) or vast crews up to a million strong per duty section working aboard a

Megadeath Ruin
Treasure standard (including gear)

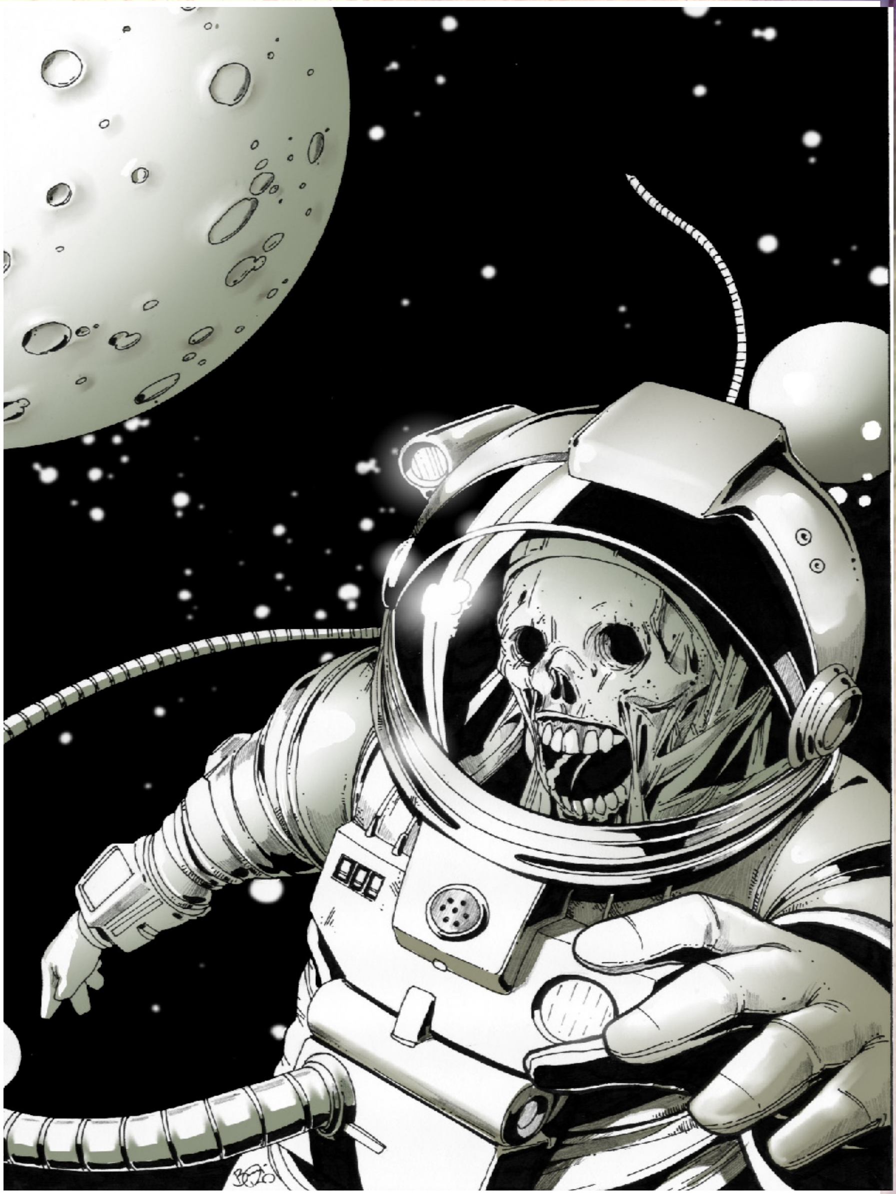
SPECIAL ABILITIES

Cracks in the Hull (SU)
Dead Crew weaken the structure of exterior walls, bulkheads, windows and portholes merely by proximity. When within 60 ft of an exterior wall, Dead Crew reduce its Hardness by 5 and Hit Points by 10; this effect persists for up to one minute after the Dead Crew leaves the area. The effects of multiple Dead Crew in the area are not cumulative.

Spacer Hatred (EX)
Dead Crew gain a +1 morale bonus on attack and damage rolls against Free Spacers and any character with the Spacer Lore feat, due to special training against these hated foes. This does not stack in the case of a Free Spacer hero with the feat.

NATURE

Sometimes when a starship dies with all hands aboard, the chaotic energies of Hyperspace warp the vessel, and the crew aboard, into a ghost ship prowling the outer darkness. The crew die horribly, exposed to radiation or vacuum, or are blasted apart by anti-ship torpedoes, but their corpses retain functional enough for rough reanimation.



Dead Crew are a mostly silent breed of undead that retain much of the knowledge and technical acumen they had in life. While capable of speech, they have little to say, and often communicate by Morse code light flashes or hand signals in portions of their dead vessel that are exposed to hard vacuum. Dead Crew seem to be of one mind, dedicated to keeping their stricken vessel flying. Living spacers stupid enough to be drawn in by the prospect of salvage are quickly swarmed under the weight of a compliment of clutching, entropic undead and added to the crew, or die gasping as the Dead Crew intelligently cut life support or blow out atmosphere-retaining bulkheads.

Dead Crew are mostly preserved, nearly mummified by the vacuum of space. Their fluids have long since been lost to vacuum. They remain dressed in the ship uniforms they died in, and carry tools and even basic weapons, just like they did in life. They are usually menacingly quiet, but they are easily provoked to murderous rage by the mere sight of a living spacer, who probably reminds them of what they used to be.

DEAD SIDER – CR 1/2

Medium CN or N Humanoid (human)
XP 200
Init +0 **Senses** Perception +0
Languages Galactic Common, Shipper Patois

Defense
AC 11 **Touch** 10 **Flatfooted** 11 (+1 armor)
HP 1d8 +1 hp (6 HP)
FORT +3 **REF** +0 **WILL** +2

Offense
Spd 30 ft
Melee +1 dagger (1d4+1 slashing, 19-20/x2)
Ranged +2 sawed-off shotgun (2d8 ballistic, 20/x2, 10 ft range increment, 2 internal, single shot)
Spell-Like Abilities (CL 1st Concentration +1)
***Constant* –** hide from undead

Statistics
Str 12 **Dex** 11 **Con** 13 **Int** 10 **Wis** 11 **Cha** 9
Base Atk +0 **CMB** +1 **CMD** 11
Feats Endurance, Great Fortitude
Skills Computer Use +4, Craft (mechanical) +4, Pilot +4
Gear spacer's jumpsuit, dagger, sawed-off shotgun and 8x spare shells, palmtop computer, mechanical tool kit

Ecology
Environment found on ruined ships and stations
Organization solitary or pair
Treasure standard (including gear)

NATURE

Dead Siders are the pitifully few survivors of a catastrophic space accident that remained breathing on a vessel now crawling with the undead. They ran, they hid, and they kept hiding. Over the long, horrible years of isolation and terror, they evolved a natural invisibility to the undead. Provided they keep their heads down, Dead Siders might stay alive for years… at least until the life support and food stores finally run out. Dead Siders are desperate to find a way back to civilized space, and if given half an opportunity, will steal a rescue ship and light out.

DEDDER – CR 5

Medium CE Undead
XP 1,600
Init +1 **Senses** Darkvision 90 ft, See in Darkness, Perception +2
Languages Galactic Common
Aura Entropic Aura (30 ft, electronic lights, scanners, sensors and camera fail, FORT DC 15 negates, electronic communication is impossible)

Defense
AC 18 **Touch** 10 **Flatfooted** 18 (+2 natural, +6 armor)
HP 7d8 + 7 hp (39 HP)
FORT +2 **REF** +2 **WILL** +7
Immune undead immunities

Offense
Spd 25 ft Fly 50 ft (good)
Melee +8 touch attack (1d8+1 negative energy plus 1d6 cold plus Life Support Failure)
Special Qualities Create Spawn, Dark Saboteur

Statistics
Str 16 **Dex** 11 **Con** - **Int** 6 **Wis** 14 **Cha** 13
Base Atk +5 **CMB** +8 **CMD** 17
Feats Ability Focus (Life Support Failure), Cleave, Power Attack, Skill Focus (Stealth)
Skills Disable Device +8, Stealth +10
Gear Advanced Space Suit (life support no longer functions), Demolitions Kit, Engineer's Kit, Lock Release Gun

Ecology
Environment deep space
Organization solitary, krew (1d4+2) or duty section (2d6 plus 6d6 spawn)
Treasure standard (including gear)

SPECIAL ABILITIES

Create Spawn (SU)
A humanoid or monstrous humanoid slain by the Dedder becomes a Dedder in 1d4 rounds. These spawn are less powerful than ordinary Dedder and suffer a -2 penalty on all D20 rolls and checks, receive -2 HP per hit Die. Dedder Spawn are under the command of the Dedder who created them until its death, at which point they lose their spawn penalties and become free-willed Dedders. They lack any abilities and most memories of their former life. Dedder Spawn cannot themselves create spawn until they become free-willed.

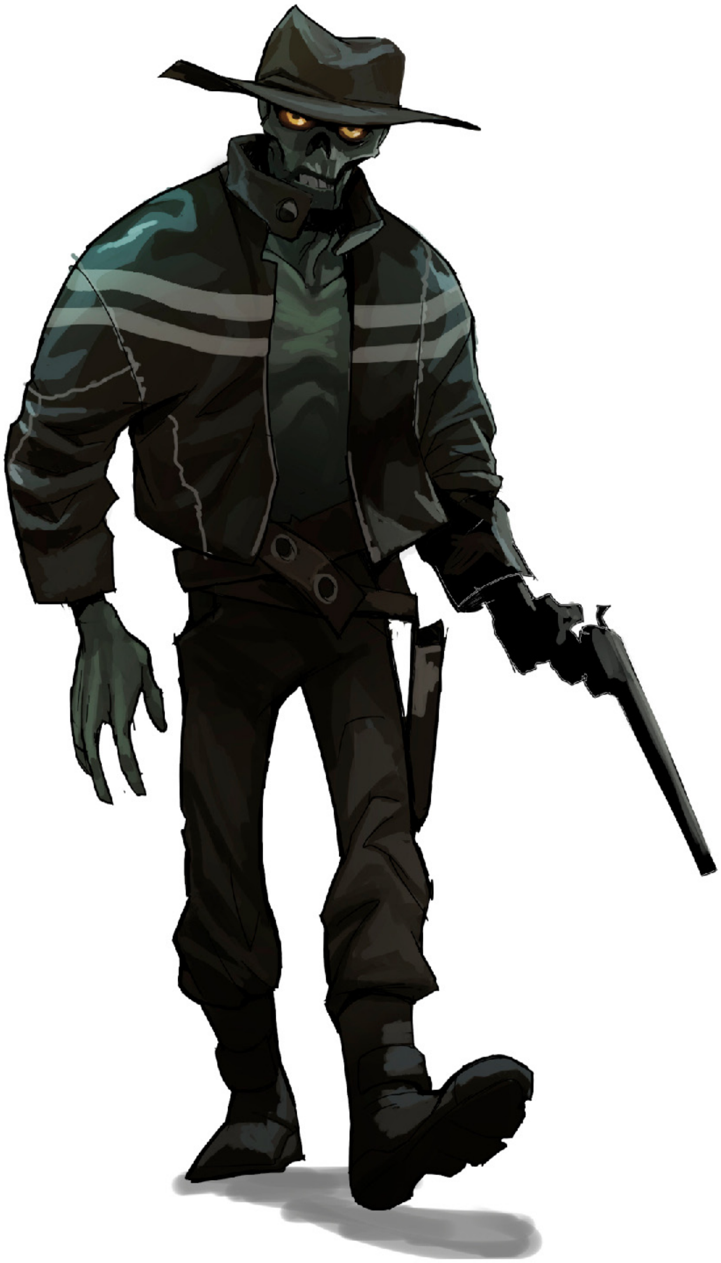
Dark Saboteur (EX)
The Dedder can perform any Disable Device check as a full round action, regardless of the time such a check would normally require. The Dedder can always take 10 or 20 on a Disable Device check, regardless of stress or distractions. Disable Device is always a class skill for a Dedder.

Entropic Aura (SU)
Dedders generate an intense, entropic miasma that causes intermittent failures of critical systems, all the better to isolate and murder living crew members. Electronic lights, cameras and sensor systems within 30 ft of the Dedder fail unless the device succeeds at a DC 15 FORT Save. Electronic communication within 30 ft of a Dedder is impossible, except by hardwired systems.

Life Support Failure (SU)
A creature touched by the Dedder is at risk of catastrophic life support failure- these undead want others to die in the same agonizing, freezing vacuum they did. The Dedder's touch causes catastrophic failure of any armor with the *Space Suit* special property unless the armor succeeds at a DC 17 FORT Save. Magical armor adds its enchantment bonus to this save. If the armor fails its save, it gains the *broken* condition and its *Space Suit* property is lost until repaired with a DC 20 Craft (mechanical) check, which requires at least 10 minutes.

NATURE

There's a rumor among spacers, that if you die in hyperspace, your soul can't rest. A soul can't leave hyperspace – it's trapped beneath that cold fucking rainbow



and a ghost forms, a walking corpse driven by envious hatred of the living and wrapped in a ruined spacesuit. Ask any spacer how a Dedder is created, and he'll tell you.

Dedders are even worse than the legends suggest. They're almost as intelligent as they were in life, and far more driven to cause pain, suffering and sabotage. If a Dedder can blow open a starship to hard vacuum and kill half the crew, it feels as close to happy as its soulless nature will allow. Dedders lurk in the underbelly of a working starship, chipping away at safety equipment and system redundancies, killing spacers when the opportunity presents, and waiting for the perfect moment to kill EVERYONE.

DEDD I – CR 8

Medium NE Undead
XP 4,800
Init +10 **Senses** Darkvision 90 ft, Perception +17
Languages Galactic Common

Defense
AC 23 **Touch** 19 **Flatfooted** 17 (+6 DEX, +1 dodge, +2 competence*, +2 natural, +3 armor)
HP 12d8 hp (54 HP)
FORT +4 **REF** +12 **WILL** +10
Immune undead immunities

Offense
Spd 40 ft
Melee two +11 slams (1d8 negative energy plus 1d8 cold, 20/x2)
Ranged +16/+11 heartseeking high UV laser pistol (2d8+1 fire, 20/x3, 30 ft range increment, unlimited ammo)
Special Attacks Poltergeist Gunslinger
Special Qualities Way of the Gun

Statistics
Str 14 **Dex** 22 **Con** - **Int** 11 **Wis** 16 **Cha** 11
Base Atk +9 **CMB** +10 **CMD** 26
Feats Dead Aim, Dodge, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Mobility
Skills Acrobatics +21, Intimidate +15, Perception +17, Stealth +21
Gear mwk leather, +1 heartseeking high UV laser pistol

Ecology
Environment any
Organization always solitary
Treasure standard (in lair)

SPECIAL ABILITIES

Tragic Gunfire (SU)
Once per encounter, when the Dedd-I is hit with a ranged firearm or energy weapon attack (but not area effect attacks), the Dedd-I may choose to duplicate the attack against an enemy within 30 ft who does not have total cover as an immediate action. The targeted enemy is attacked by the same ranged attack roll as the Dedd-I and if this is sufficient to hit the target's armor class suffers the same amount of damage as the Dedd-I.

The Dedd-I is affected normally by the duplicated attack; it can sense the relative accuracy of the attack, and will rarely use this ability on low attack rolls. If the Dedd-I is slain by a ranged attack, it may use this ability prior to its own destruction. Resolve both attacks simultaneously.

Poltergeist Gunslinger (SU)
When the Dedd-I makes a confirmed critical hit with its laser pistol against any target carrying a firearm or energy weapon, it may choose to trade the critical hit's additional damage for a special effect. It may choose to impose the *broken* condition on any firearm or energy weapon wielded by the target as well as expending all the weapon's ammunition the weapon receives a DC 21 FORT Save to negate this effect. Even if the weapon saves, its ammunition is expended. Magical weapons with the *everfull* or similar properties have that property suppressed for 1d6 rounds instead.

Phantasmal Gear (SU)
The ebony leathers and laser weapon the Dedd-I carry are part of its ectoplasmic, undead substance. They fade away to nothingness if the Dedd-I is slain; if the Dedd-I's weapon is lost or sundered, it can form a new weapon as a swift action.

Way of the Gun (SU)
The Dedd-I is a master of the art and science of gunfighting. It receives a competence bonus equal to its WIS modifier (+2) on Armor Class against ranged attacks. The Dedd-I may make attacks of opportunity with its laser pistol, and does not provoke attacks of opportunity for making a ranged attack while in an opponent's threatened square.

NATURE

Dedd-I are viscous undead created through death by gunfire or laser blast. Spacers blasted by their comrades and gun-obsessed mercs slaughtered by heavy energy pistols often rise from the medical examiner's table and pull on the ebony leathers and holster of a true Dedd-I. Some believe that Dedd-I are out for vengeance, but frankly that's wrong. While a Dedd-I will gladly pull its phantasmal guns on the asshole who blew its living lungs out, they'd do the same courtesy to anybody carrying pistols.

Dedd-Is are more specific in their predations than other undead. They exclusively hunt armed humanoids. They can smell the capacity for violence in a victim's sweat, and prefer victims carrying expensive, enchanted firearms and light energy weapons over those with cut-rate guns. They rarely ever plague unskilled gunthugs carrying street weapons, and only if they are very, very bored. Dedd-Is can be convinced to break off the hunt. They won't shoot a victim who throws down his guns- they'll mock him, kick him into a coma and break both his thumbs, but they won't kill him.

Dedd-Is resemble rancid, aged human corpses mummified by the high desert or partial vacuum exposure. They dress in oil-slick black leathers and carry a long barreled laser pistol that fires a pitch black beam of anti-light. Everything is black- boots, undershirt, jacket, even the sloop hat they wear in a parody of an old Terran cowboy.

DEMON, INCURSION – CR 12

Huge CE Outsider (chaotic, demon, evil, extraplanar)
XP 19,200
Init +5 **Senses** Darkvision 120 ft, lowlight vision, scent, Perception +18
Languages Abyssal, Draconic, Galactic Common, Infernal, *telepathy* 100 ft
Aura Frightful Presence (60 ft, W-DC 23 plus Fearsome Violence)

Defense
AC 28 **Touch** 14 **Flatfooted** 27 (-2 size, +1 DEX, +14 natural, +5 profane)
HP 16d10 +80 hp (168 HP)
Regeneration 10 (good)
FORT +20 **REF** +11 **WILL** +14
Resist Acid 10, Cold 15
Immune Ballistic, Electricity, Fire, suffocation, radiation, vacuum (No Breath), poison
Vulnerable Pleasure, Sonic

Offense
Spd 50 ft
Melee two +22 claws (2d12+5 slashing, 19-20/x2)
Ranged +16/+11/+6 *anarchic, cruel, anti-vehicle railgun* (4d10+1 ballistic, 20/x3, 1,000 ft range increment, 5 box)
Special Attacks Flames of Hyperspace Breath Weapon (120 ft line, 6d6 fire plus Severe Radiation and *interplanetary teleportation*, usable every 1d4 rounds) rend (two claws, 2d12+5 slashing)
Special Qualities No Breath
Spell-Like Abilities (CL 16th Concentration +21)
Constant **–** detect chaos, detect evil, detect good, detect law
At will **–** chaos hammer (W-DC 19)
- interplanetary teleportation
- summon (2d4 Tantalos or 1d6 Babau Demons, 100%)
- symbol of pain (W-DC 19)

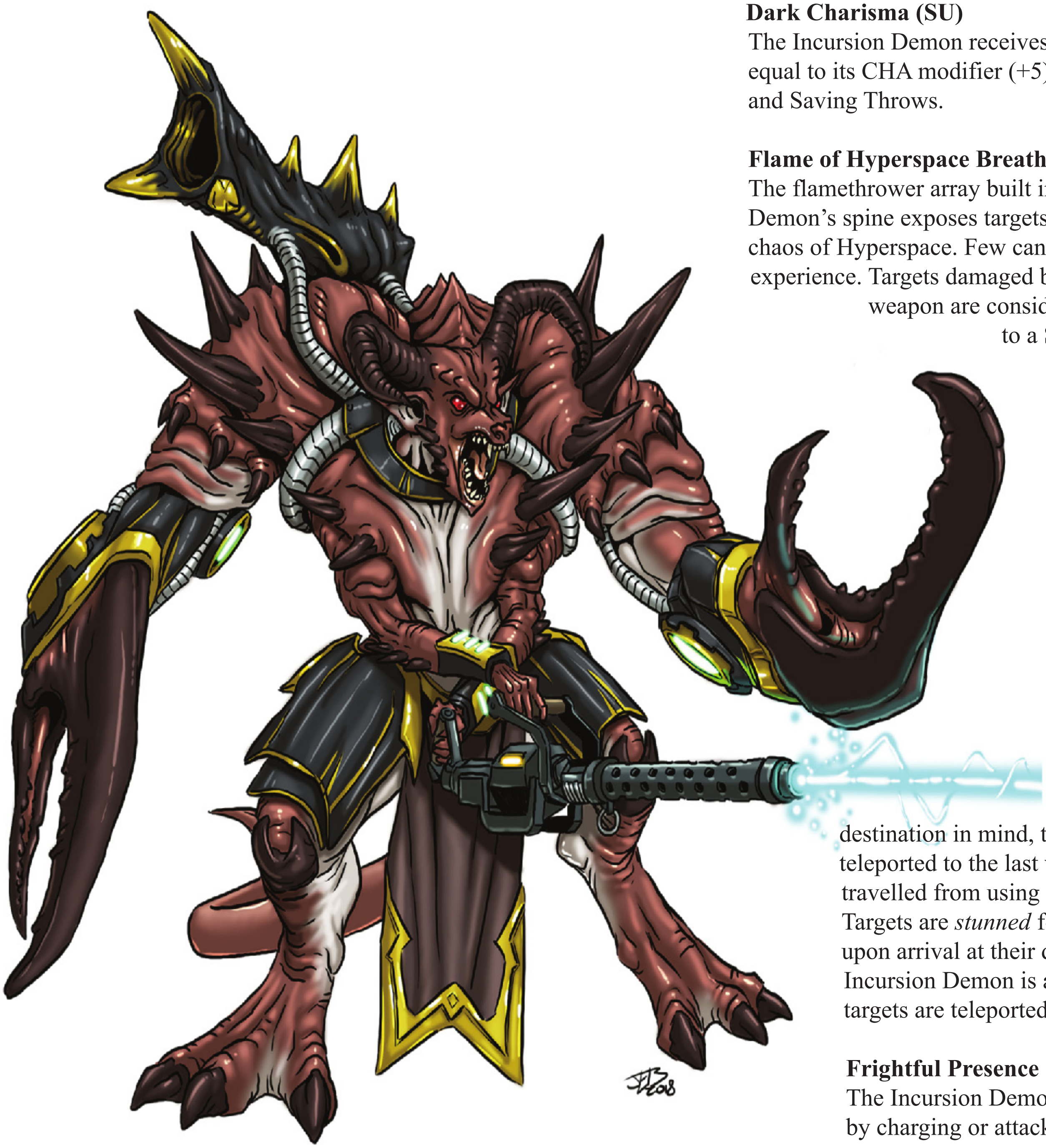
3x/day – summon (1d3 Vrock Demons, 60%)
1x/day **–** summon (one Incursion Demon 60%)

Statistics
Str 25 **Dex** 13 **Con** 21 **Int** 7 **Wis** 9 **Cha** 21
Base Atk +16 **CMB** +25 **CMD** 36
Feats Cleave, Fearsome Violence, Great Cleave, Improved Initiative, Improved Precise Shot, Pinpoint Targeting, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (claws)

SPECIAL ABILITIES

Dark Charisma (SU)
The Incursion Demon receives a profane bonus equal to its CHA modifier (+5) to Armor Class and Saving Throws.

Flame of Hyperspace Breath Weapon (SU)
The flamethrower array built into the Incursion Demon's spine exposes targets to the radioactive chaos of Hyperspace. Few can survive the experience. Targets damaged by this breath weapon are considered to be exposed to a Severe Radiation source. Those who fail their REF Save for half damage must make a successful WILL Save at the same DC, or be teleported to a random world using *interplanetary teleportation.* If the gamemaster has no particular destination in mind, targets are teleported to the last world they travelled from using Hyperspace. Targets are *stunned* for 1d3 hours upon arrival at their destination. The Incursion Demon is aware of where targets are teleported.



Frightful Presence (SU)
The Incursion Demon can inspire terror by charging or attacking. Affected creatures must succeed on a DC 23 WILL Save or become shaken, remaining in that condition as long as they remain within 60 feet of the Incursion Demon.

The Incursion Demon has the Fearsome Violence feat, which improves its frightful presence. Each time the Incursion Demon kills a living creature during a particular encounter, this save DC increases by 1. Creatures within range of the Incursion Demon frightful presence aura must succeed on a new save after each kill.

Skills Climb +26, Intimidate +24, Perception +18, Survival +18
Gear *+1 anarchic, cruel anti-vehicle rail gun* and 6x spare magazines

__Ecology__
Environment any (native to Hyperspace?)
Organization usually solitary, sometimes found in trios, or accompanied by lesser demons
Treasure standard (including gear)

Stalk Star Travelers (SU)
The Incursion Demon receives a +2 morale bonus on attack and damage rolls against those that have travelled in Hyperspace within the previous 24 hours.

NATURE

Incursion Demons are savage and bloodthirsty living tanks who force their way through dimensional cracks to establish a beachhead in linear reality. They are native to the unformed, everchanging chaos of Hyperspace itself, like their lesser 'cousins' the ***Tantalos.*** Incursion Demons typically emerge from our reality near high-intensity nuclear explosions: they might crawl from the blast crater of a nuclear ICBM or the smoldering wreckage of a reactor failure; dozens might emerge in aftermath of a space battle using nuclear-tipped torpedoes, mutilating survivors and prowling among the wreckage.

Incursion Demons emerge from dimensional rifts that drip bloody ectoplasm like wounds in the air, often directly above the mutilated corpses of ***Crucificators*** and ***Genocide Templars***. This is probably due to the ICG's indiscriminate use of atomic weapons in warfare, though spacer legends claim that Incursion Demons are corruptions and mutations of fallen ICG super-soldiers.

Incursion Demons are howling, battle-mad demons more than 6 meters tall. They are minotaur-like giants with spiked hides the color of rancid beef. Their two upper arms are mighty enough to punch through steel and end in a pair of bio-mechanical lobster claws more than powerful enough to snip the helmet of military powered armor with the pilot still inside. Their two lower arms wield an anti-tank rail gun with skill and obvious enjoyment. Incursion Demons have few drives beyond unprovoked violence. Their savagery opens a beachhead in reality, which Incursion Demons rapidly exploit by the indiscriminate summoning of weaker, more numerous demons. They are accompanied by screeching mobs of Babau, Tantalos and other creatures. Despite their power, Incursion Demons are thugs, not commanders, and they are as likely to murder fellow demons as they are humanoids, if annoyed… or just if they get bored between more purposeful acts of slaughter.

DEVIL, SMELTER – CR 15

Huge LE Outsider (Battlechanger, devil, earth, extraplanar, evil, fire lawful)
XP 51,200
Init +3 **Senses** Darkvision 90 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +27

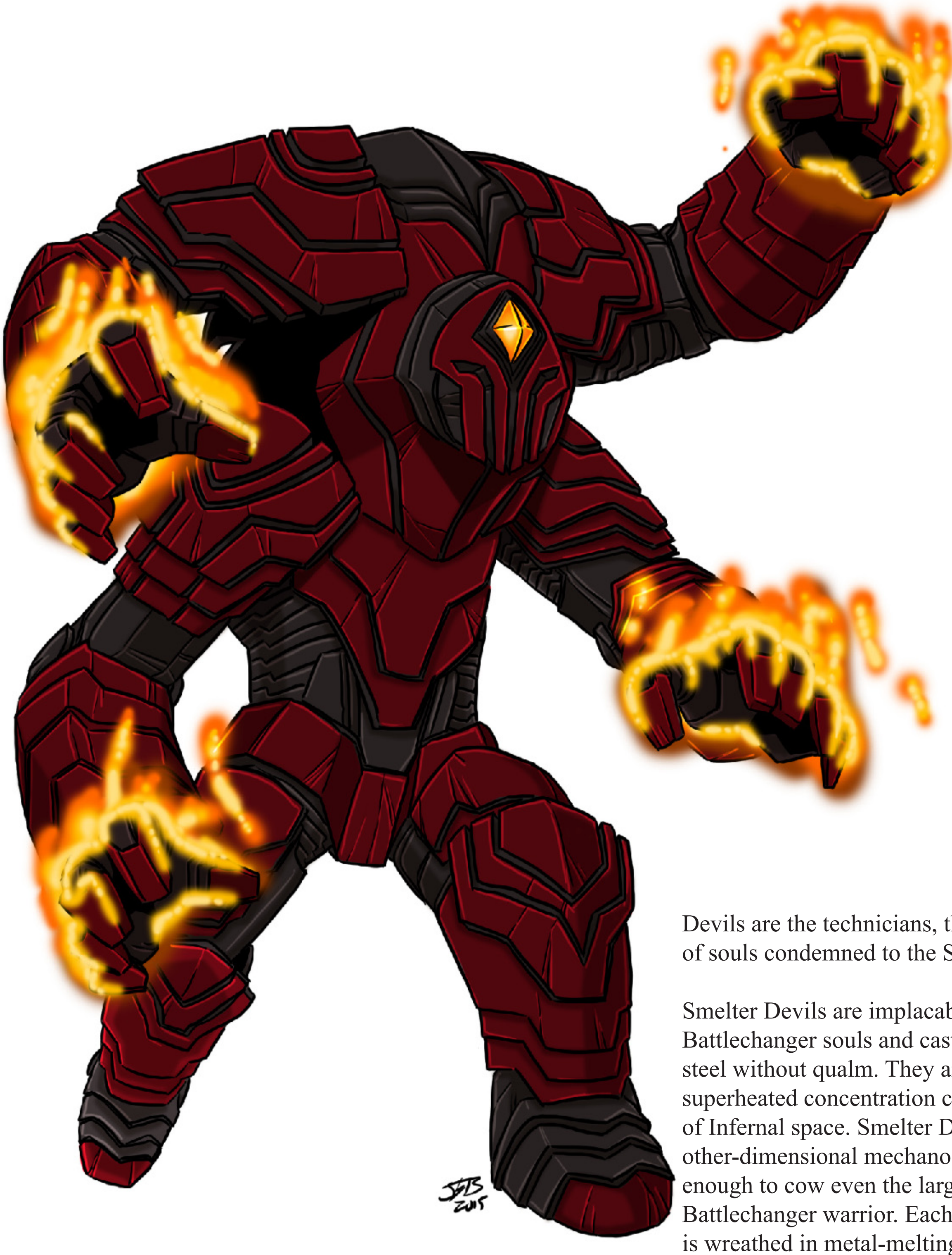
Languages Abyssal, Draconic, Internal, Tech-EM, Tech-FG, Tech-SV, Tech-TY, *telepathy* 500 ft

Defense
AC 29 **Touch** 7 **Flatfooted** 29 (-2 size, -1 DEX, +22 natural)
HP 20d10 +240 hp (350 HP)
Damage Reduction 10/epic and good
FORT +23 **REF** +5 **WILL** +16
Immune Electricity, Fire
Resist Acid 10, Cold 20
Weaknesses Cybernetic Security Risk -1

Offense
Spd 50 ft
Melee four +39 slams (2d12+21 bludgeoning plus 1d12 fire, plus *fuelon explosion* (F-DC 25 partial), 20/x3
Special Attacks breath weapon (usable every 1d6+1 rounds, 1,000 ft x 20 ft line, 10d12 fire plus *fuelon explosion* (F-DC 25 partial), R-DC 31 half)
Spell-Like Abilities (CL 20th Concentration +24)
***1x/day* –** Summon (1d3 Smelter Devils 60%)

Statistics
Str 42 **Dex** 8 **Con** 33 **Int** 11 **Wis** 19 **Cha** 14
Base Atk +20 **CMB** +43 *(+45 bull rush, overrun and sunder)* **CMD** 52
Feats Cleave, Critical Focus, Great Cleave, Greater Bull Rush, Greater Overrun, Greater Sunder, Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Sunder, Intimidating Prowess, Power Attack, Staggering Critical, Toughness
Skills Craft (mechanical, blacksmithing) both at +23, Intimidate +46, Perception +27
Cybernetics
***Headware* –** Onboard Computer

Ecology
Environment extraplanar (native to the ***Smelting Poo***l, a sector of eternal and infinite Hell ruled by machine demons and corrupted Battlechanger souls)
Organization solitary or pair
Treasure standard (in lair, including salvageable mechanical components and Fuelon deposits)



SPECIAL ABILITIES

Fuelon Explosion (SU)

A creature damaged by the Smelter Devil's slams or breath weapon suffers 1d6 additional points of Fire damage per point of Fuelon in its Fuelon Reserve. After the explosion, the character is left with only a single point of Fuelon in its Reserve. A successful DC 25 FORT Save halves this additional damage.

If delivered by a slam, this effect will not affect Gestalts, nor does it have any effect against creatures without a Fuelon Reserve. If delivered via breath weapon, this ability will affect Gestalts, but still cannot affect creatures without a Fuelon Reserve.

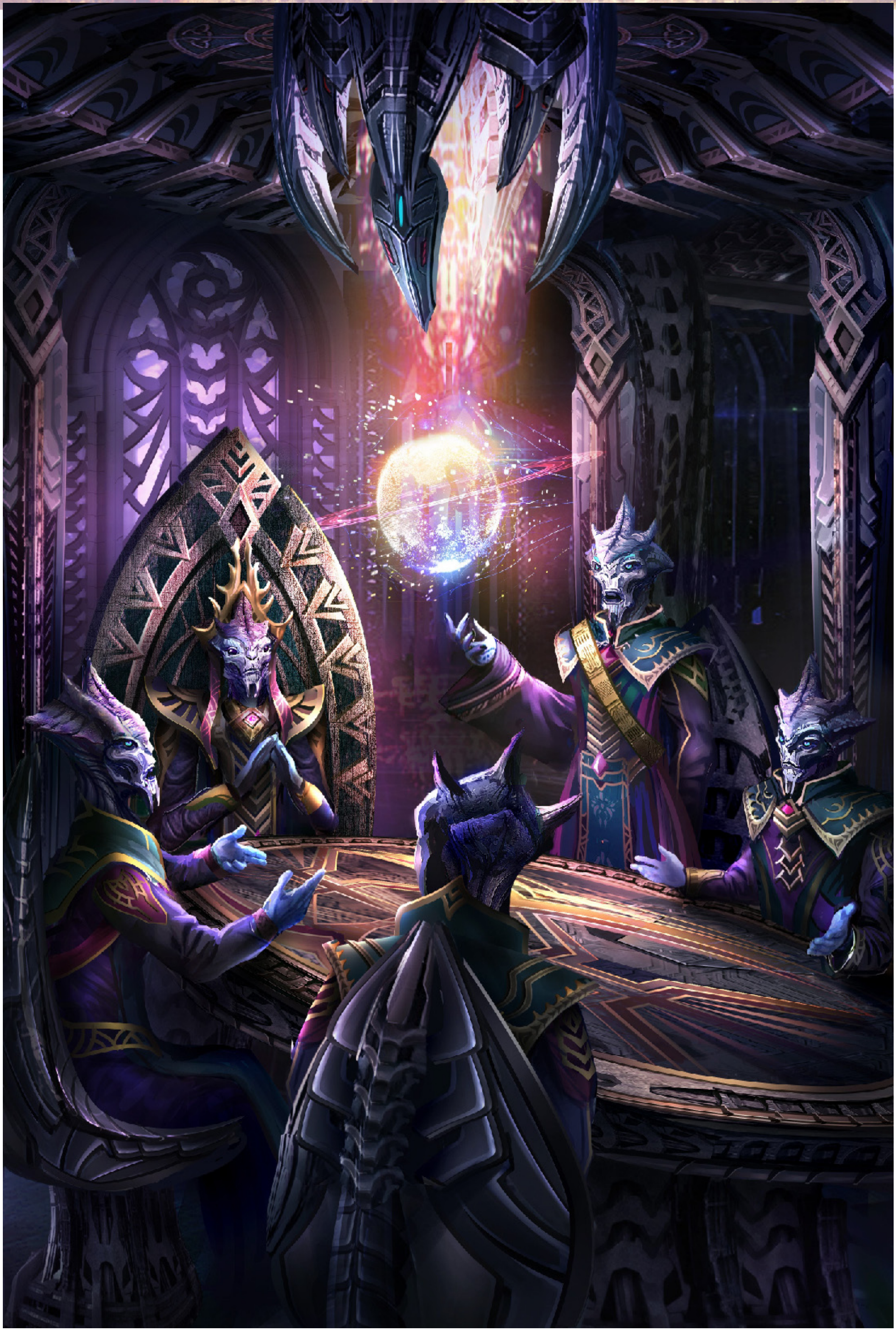
NATURE

Sometimes, as they awaken from a sys-stasis coma, ***Battlechangers*** scream like dying animals, unable to shake dream visions of the Smelting Pool. The darkest and most horrible Battlechanger myths describe the Smelting Pools – endless slag pools where metal is broken down into superheated component molecules and raw ore, recycled and reforged. Souls of fallen Battlechangers – the ones beyond redemption by any gentler means – are melted down and similarly recycled, conscious every moment they burn. Smelter Devils are the technicians, the black smiths and the jailers of souls condemned to the Smelting Pool.

Smelter Devils are implacable and merciless, murdering Battlechanger souls and casting them into the molten steel without qualm. They are the guards of a burning, superheated concentration camp stretching across parsecs of Infernal space. Smelter Devils are powerfully built, other-dimensional mechanoids huge and threatening enough to cow even the largest and most dangerous Battlechanger warrior. Each of their four mighty arms is wreathed in metal-melting flames. Smelter Devils rarely vocalize, though they are proficient in virtually all Battlechanger dialects. Instead, they issue silent telepathic commands of such force they can temporarily short neuro-circuits.

DHALE ARTIFICER CR 7

Bloodline – possibly Genesis or the Senate
Medium LN Dragon (Lifespawn) Cleric 7
XP 4,800 (ad hoc adjustment due to the Dhale Artificer's extensive cybernetics and excellent gear)
Init +1 **Senses** Darkvision 60 ft, scent, Lifesense 1 mile, Perception +6
Languages Draconic, Stonecutter
Aura Aura of Law (7th level Cleric)



Defense
AC 20 **Touch** 13 **Flatfooted** 19 (+1 DEX, +2 deflection, +7 armor)
HP 7d8 + 14hp (48 HP)
FORT +7 **REF** +3 **WILL** +9
Immune disease, poison, radiation, suffocation, vacuum
Resist Electricity 10
Weaknesses Agoraphobic, Cybernetic Security Risk -3, Lifecount 2

Offense
Spd 40 ft (35 ft in armor)
Melee +6 gravity hammer (1d12+1 bludgeoning, 20/x4)
Ranged +7 ranged touch lightning arc (1d6+3 electrical, 20/x2, 30 ft maximum range, usable 7x/day)
Clerical Domains Air, Artifice
Special Attacks Channel Positive Energy 4d6, 4x/day, WILL DC 14 half; Artificers Touch 7x/day
Spellcasting (CL 7th Concentration +11)
Fourth - dimensional anchor (W-DC 18), dismissal (W-DC 18), minor creation
Third - cure serious wounds, gaseous form, prayer, remove disease
Second - align weapon, calm emotions, geo-political awareness*, hold person (W-DC 16), wind wall
First - cure light wounds (x2), detect radiation*, obscuring mist, sanctuary, shield of faith
Zero - guidance, haywire* (W-DC 15), light, stabilize
*The Modern Grimorie
Spell-Like Abilities (CL 7th, Concentration +11)
7x/day – Mending

Statistics
Str 12 **Dex** 13 **Con** 14 **Int** 17 **Wis** 18 **Cha** 13
Base Atk +5 **CMB** +6 **CMD** 17
Feats Brew Potion, Craft Wondrous Items, Gearhead
Skills Computer Use +13, Craft (electronics) +13, Diplomacy +11, Heal +14, Knowledge (technology) +15, Knowledge (nobility, religion) both at +13, Repair +8 (racial modifiers: +2 Knowledge (technology), +2 Computer Use)
Gear +2 advanced space suit, gravity hammer, palmtop computer, advanced med-kit, 3x potions of cure moderate wounds, 1x potion of heroism
Cybernetics Advanced Cyberoptics, Attack Barrier, Expert Database, Onboard Computer +3, Technical Database

Ecology
Environment any urban (native to Vernis, in the Inner Necklace)
Organization pair, band (3d6) or larger groupings; Dhale are pack hunters
Treasure standard (including gear)

SPECIAL ABILITIES

Agoraphobic (EX)
Dhale are intensely agoraphobic, due to the psychological and cultural adaptations necessary to survive in their over-populated needle cities. Dhale suffer a -2 morale penalty on all attack rolls, skill checks and saving throws when operating in extremely spacious or open surroundings. They are uncomfortable in lightly populated small towns and downright unnerved in open plains or trackless deserts.

Artificers Touch (SP)
The Dhale Artificer can damage objects and construct creatures by striking them with a melee touch attack. Objects and constructs suffer 1d6+3 points of damage. This attack bypasses up to 7 points of Damage Reduction or Hardness. The Dhale Artificer may use this ability up to 7 times per day.

Lesser Lifechain (EX)
Unlike other creatures of the Lifespawn subtype, the Dhale Artificer lacks the No Breath racial quality and still requires a breathable atmosphere. It can breathe virtually any form of atmosphere, even caustic or toxic atmospheres, but cannot survive vacuum nor suffocation.

Gravity Hammer (EX)
Once per encounter, as an immediate action made as part of an attack, the Dhale Artificer can activate the Gravity Hammer's internal gravity generators. The Dhale Artificer receives a +5 equipment bonus to damage on a successful melee attack roll, or a +5 equipment bonus on a Combat Maneuver check to sunder an object.

Technical Database (EX)
The Dhale Artificer gains Exotic Firearms Proficiency with an unfamiliar weapon one minute after first encountering the device. The Dhale Artificer never suffers penalties for using unfamiliar or alien technology.

NATURE

The Dhale *(pronounced "dale")* are a very fast breeding, intelligent and technologically advanced race of bipedal dragons. They are native to the beautiful, azure jungles of ***Vernis***, a wet, somewhat Earth-like world that is part of the Inner Necklace. The Dhale are a client race of the ***Overlord Dragons***, and among the great dragons' most loyal servitors. The Dhale's faith and culture glorifies Overlord Dragons, viewing the greatest of the kind as living gods. To the Dhale, serving the great dragons is both a holy duty and a secular pathway to political power and a high standard of living.

Dhale are in high demand throughout the galaxy as engineers, as native technology is second to none, particularly in the areas of materials science and space-fold engineering. The Dhale population, just on Vernis alone, numbers in the high trillions, and galaxy wide, the species is virtually uncountable. Dhale are among the most fecund, and thus, numerous species in the galaxy. The species lives in teeming needle-cities, bone white spires up to 100 miles high, or more; an individual tower might be home to upwards of a billion Dhale. City-builders without equal, the Dhale prosper only because of the excellence of their engineering, and their technologists' ability to conjure tessarect spacefolds, displacing large portions of both population and infrastructure into a parallel reality.

The Dhale Artificer is a powerful Dhale leader, one of the Overlords' most trusted senior servants. Such a being might rule an individual needle-city, responsible for protecting and providing justice for billions of loyal Dhale. Like all Dhale, the Artificer is a sleek, draconic biped. The Artificer's smooth scales are a pale lavender, marking her royal breeding. Though she looks delicate and rather androgynous, like all of her kind, she is a well-trained warrior equipped with cutting edge weapons and the passion to use them in the defense of her race, and for the glory of the Overlord Dragons.

DHALE SOLDIER – CR 2

Bloodline – possibly Genesis or the Senate
Medium LN Dragon (Lifespawn) Warrior 4
XP 600
Init +1 **Senses** Darkvision 60 ft, scent, Lifesense 1 mile, Perception +9
Languages Draconic, Stonecutter

Defense
AC 16 **Touch** 13 **Flatfooted** 15 (+1 DEX, +2 deflection, +3 armor)
HP 4d10 +4 hp (26 HP)
FORT +5 **REF** +2 **WILL** +3
Immune Ballistic damage, disease, poison
Weaknesses Agoraphobic, Lifecount 2

Offense
Spd 40 ft
Melee +6 shortsword (1d6+2 piercing, 19-20/x2)
Ranged +5 military plasma rifle (2d12 fire, 19-20/x2, 60 ft range increment, semi auto, 12 cell)

Statistics
Str 15 **Dex** 13 **Con** 12 **Int** 12 **Wis** 14 **Cha** 11
Base Atk +4 **CMB** +4 **CMD** 15
Feats Far Shot, Power Attack
Skills Computer Use +5, Heal +6, Perception +9
Gear utility bodystocking, military plasma rifle and 6x spare cells, short sword, first aid kit
Cybernetics Anti-Ballistic Body Weave, Attack Barrier x2, Initiative Implant, Onboard Computer

Ecology
Environment any urban (native to Vernis, in the Inner Necklace)
Organization pair, squad (4-8), platoon (16-32) or larger groupings. The Dhale military has a massive man-power advantage, and fields huge battalions whenever feasible.
Treasure standard (including gear)

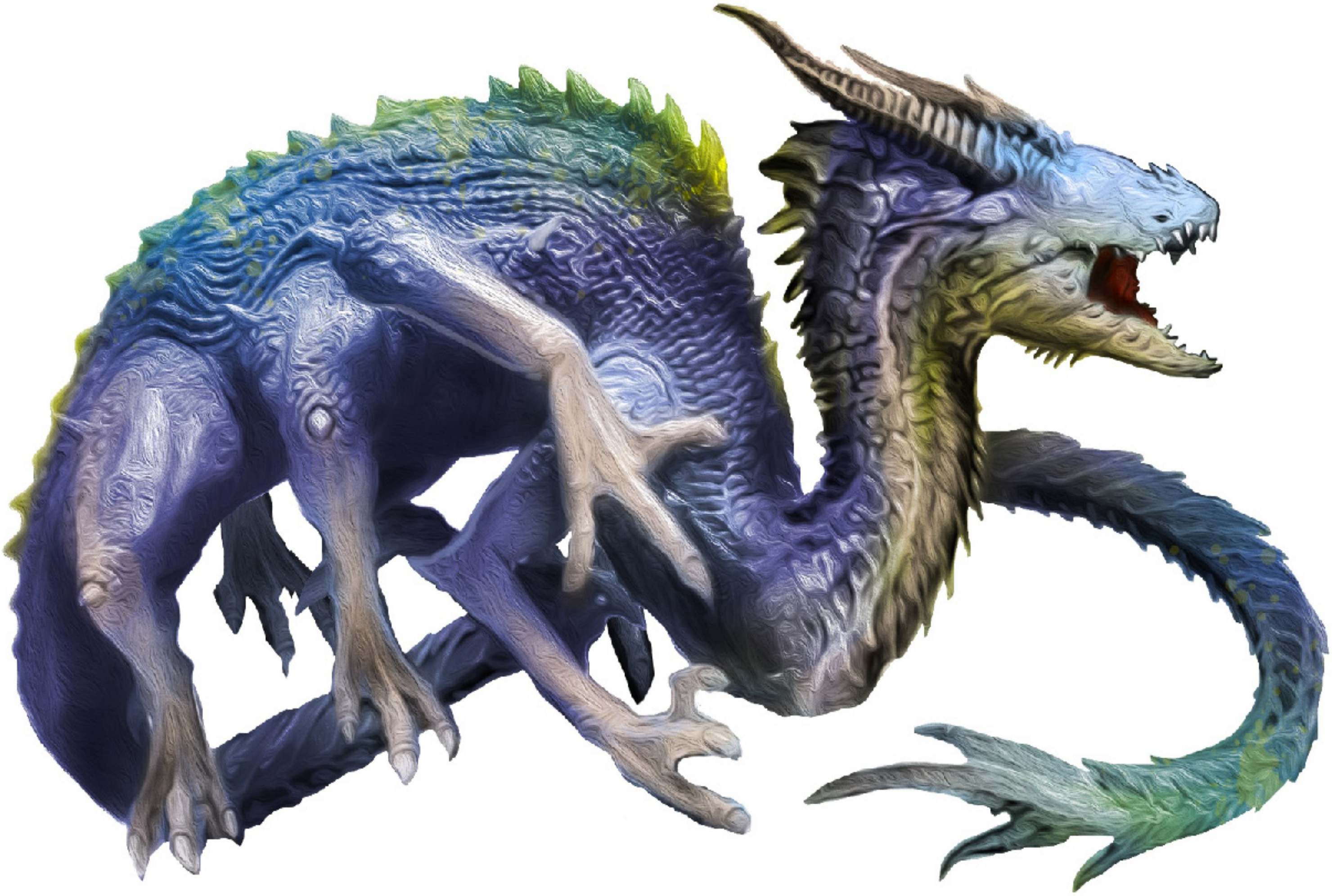
SPECIAL ABILITIES

Agoraphobic (EX)
Dhale are intensely agoraphobic, due to the psychological and cultural adaptations necessary to survive in their over-populated needle cities. Dhale suffer a -2 morale penalty on all attack rolls, skill checks and saving throws when operating in extremely spacious or open surroundings. They are uncomfortable in lightly populated small towns and downright unnerved in open plains or trackless deserts.

Lesser Lifechain (EX)
Unlike other creatures of the Lifespawn subtype, the Dhale Soldier lacks the No Breath racial quality and still requires a breathable atmosphere. It can breathe virtually any form of atmosphere, even caustic or toxic atmospheres, but cannot survive vacuum nor suffocation.

NATURE

The Dhale are known for their well-disciplined and highly motivated military. Dhale soldiers are augmented with high quality cybersystems, including a Kevlar analogue woven beneath their dermal scales that renders them all but bullet-proof. With a truly massive adult population to draw from, the Dhale military can afford to be choosy, accepting only the best and most competent for training. Even with their self imposed membership restrictions, the Dhale's military is larger than that of the next ten largest galactic militaries combined.



DRAGON, OVERLORD – CR 20

Bloodline – possibly Genesis or the Senate
Colossal LE Dragon (lifespawn)
XP 307,200
Init +4 **Senses** Darkvision 1,500 ft, lowlight vision, scent, Lifesense 5,000 miles, perceive unencrypted wifi/radio/television signals, Perception +31
Languages Celestial, Draconic, Galactic Common, Infernal, *Truespeech*
Aura Radioactivity (Highly Irradiated area, 60 ft), Frightful Presence (1,500 ft, WILL DC 29 negates, plus Fearsome Violence)

Defense
AC 38 **Touch** 14 **Flatfooted** 38 (-8 size, +4 deflection, +32 natural)
HP 23d12 + 276 hp (425 HP)
Damage Reduction 15/adamantine
Regeneration 5 (natural attacks and spell-like or psi-like abilities wielded by Lifespawn)
FORT +25 **REF** +13 **WILL** +18
Immune Cold, Electricity Fire, Radiation, Draconic Immunities
Resist Acid 10, Sonic 10 **SR** 23
Weaknesses Lifecount 5

Offense
Spd 60 ft Flight 120 ft (average) Zero G Flight 4,500 ft
Melee eight +30 claws (4d6+15 slashing, 20/x2 plus rend) plus +30 tail whip (6d6+7 bludgeoning, 20/x2, 60 ft maximum range)
Ranged two +15 Starbreaker Missiles (12d6 energy, 20/x4, 5,000 ft range increment)
Special Attacks Rend (2 claws, 4d6+15 slashing), Star Fury Breath Weapon (30 ft x 10,000 mile line, 20d12 energy plus radioactivity and communication distruption, usable every 1d4 hours -*average 130 damage*)
Special Qualities Draconic Panoply of Weapons, No Breath, Greater Starflight
Spell-Like Abilities (CL 13th Concentration +18)
Constant – mage armor

Statistics

Str 41 **Dex** 11 **Con** 35 **Int** 21 **Wis** 20 **Cha** 22

Base Atk +23 **CMB** +46 (+48 bull-rush and trip) **CMD** 56 (60 vs trip/bull-rush)

Feats Cleave, Combat Reflexes, Great Cleave, Fearsome Violence, Fly-By Attack, Greater Bull-Rush, Greater Trip, Hover, Improved Initiative, Improved Bull-Rush, Improved Trip, Power Attack

Skills Acrobatics +26, Climb +41, Computer Use +31, Craft (visual arts) +31, Fly +33, Intimidate +32, Knowledge (history, the planes, technology) all at +31, Perception +31, Sense Motive +31

Ecology

Environment deep space or extraplanar (hyperspace)

Organization usually solitary, sometimes accompanied by a single offspring (Young Simple template applied twice) or various half-dragon servitors, valets and bodyguards

Treasure triple standard (in lair)

SPECIAL ABILITIES

Draconic Panoply of Weapons (EX)

The Overlord Dragon has the cruel intellect common to all dragons, but has evolved potent, purely physical defenses rather innate mystical power. The Overlord Dragon's natural weapon attacks ignore an object's Hardness and are considered both magical, adamantine and cold iron weapons for the purpose of overcoming damage reduction.

Fearsome Violence (EX)

The Overlord Dragon's Frightful Presence ability has a range of 1,500 ft, but it otherwise functions as the standard monster ability. The Overlord Dragon has the Fearsome Violence feat. This means that opponents must attempt a new WILL Save against the dragon's Frightful Presence, even if they have previously saved, at +1 to the base WILL Save DC, each time in a combat encounter that the Overlord Dragon slays a creature.

Hyperspatial Charge (EX)

The Overlord Dragon may make a full attack after a charge when flying using its Zero G Flight ability or traveling through hyperspace under its own power.

Starbreaker Missile Array (EX)

The Overlord Dragons have evolved biological processes similar to missile launch rails, as a consequence of their Lifechained (possibly Genesis bloodline) heritage. An array of bio-mechanical missile racks are visible on the underside of the dragon's body, just fore its strange genitals.

The dragon's Starbreaker missiles disrupt reality on a sub-quantum level, completely severing the bonds between quarks. There is usually nothing left of a starship caught in one of these blasts, not even drifting atoms! Damage inflicted by Starbreaker Missiles is an unspecified energy type, not subject to energy resistance or immunity. A target destroyed by these missiles is completely disintegrated, along with all their gear.

Star Fury (SU)

The Overlord Dragon's breath weapon can boil the atmosphere away from an earth-like planet. The Overlord Dragon's Star Fury breath weapon is a 30 ft wide by 10,000 MILE(!) long line, allowing it to easily be used at stellar distances… or to scorch the sky above an entire continent. The Overlord Dragon can choose to breathe a shorter line if it wishes, if it wishes to fight conservatively.

The damage inflicted by the Star Fury breath weapon is an unspecified energy type, not subject to energy resistance or immunity. Objects and creatures destroyed by this breath weapon are completely disintegrated, along with all their gear.

The area affected by this breath weapon is considered a Highly Irradiated area and remains so for 1d4 minutes after the blast. The breath weapon also generates a fearsome electromagnetic pulse, which can terminally disrupt planetary communications. Electronic communication is impossible for 1d4 minutes for a 100 mile radius around the blast site, except for hardwired systems.

NATURE

Overlord Dragons control an empire that stretches across a hundred-score worlds separated by almost incalculable distances, even when traveled via hyperspace. Individual clans might separate themselves from their nearest kin by 10,000 parsecs or more, and the great, fusion-hearted dragons are known to travel the endless gulf between galaxies, and cross the planes to exercise their authority. From the moment they hatch, these monstrous and regal beings are taught that they are the highest form of life the galaxy has to offer, and that all lesser beings are their subjects. They are trained to be benevolent rulers, forging peace and expanding the range of civilization and culture, but they are first and foremost: **rulers.** A culture designed by the dragons glorifies the great beasts. An Overlord Dragon's subjects are well cared for, beloved pets, but over the generations are cunningly bred and culled into their inhuman master's ideal of beauty.

The dragons have a rigid social hierarchy and clearly defined government. Overlord Dragons are born in deep space, and soar unaided through the stars. Young dragons only make planet-fall after several millennia of tempering, and are only allowed to carve out a planetary lair for themselves after proving themselves to their elders. Young dragons protect hyperspace travelers not out of generosity, but to blood themselves against other Lifespawn and win glory. Teen dragons are only considered adults when they successfully bring down a suitably powerful opponent, and hatchlings compete fiercely for the opportunity to battle one of these legendary adversaries.

Overlord Dragon culture is imperial and expansionistic. Strict controls are placed upon the number of dragons which can reside on a single continent or on a single world. When breeding or immigration forces the dragon population past this quota, a wing of the great creatures takes flight, in search of a new world to conquer and transform. Overlord Dragons, for all their power, are few in number. Most spacers consider them nothing more than terrifying legends; their holdings are distant enough from the main hyperspace lanes that few outsiders ever see an Overlord Dragon's fiefdom.

Overlord Dragons have rejected much of the sorcerous might of what they consider 'lesser breeds' of Dragon. They have instead concentrated on the purely physical, the practical and the quantifiable rather than the unseen. The race is atheistic and coldly logical. The dragons themselves are keenly intelligent, and many consider themselves great artists or artisans, practicing ancient techniques that predate humanity's evolution by uncounted millennia. Many of the most influential and feared Overlord Dragons are master technologists, who have augmented their natural might with cybernetics, powered armor and advanced, artifact level weapontry of their own design.

The Overlord Dragon presented here is a young specimen, still arrogant enough to reject mortal technology in favor of their own, raw physicality. The eldest and most established Overlord Dragons can be modeled by providing the Lifespawn subtype to a ***World Dragon*** (Nemesis Unleashed Volume II).

Overlord Dragons are lean, sinewy dragons without wings to mar their clean, serpentine lines. They have eight powerful limbs ending in talons with a monomolecular edge more than able to shred a starship's hull in a single pass. Their scales are the crystal blue of oxygenated sky, and golden iridescence plays over their powerful bodies, produced by the star-like nuclear forces contained in their hearts.

Like many Lifespawn, the Overlord Dragons are intensely colorful, decorative species. Their bodies are studded with luminous eye spots and strange orifices, which vent the glowing plasma that is a by-product of the dragon's fusion powered metabolism. When addressing their planetary supplicants, the Overlord Dragons allow themselves to be intricately painted in a rainbow of colors and complex patterns; some paint schemes are so intricate they must be applied by specially built robot expert systems.

DREAMVORE – CR 8

Large NE Aberration (psionic)
XP 4,800
Init +3 **Senses** Darkvision 120 ft, lowlight vision, Perception +19
Languages Aklo, *telepathy* 100 ft
Aura Devour Psi (50 ft, W-DC 20 or lose 1d6+4 psionic power points)

Defense
AC 17 **Touch** 14 **Flatfooted** 12 (-1 size, +3 DEX, +2 dodge, +3 natural)
HP 12d8 +20 hp (74 HP)
FORT +5 **REF** +7 **WILL** +12
Weaknesses sunlight powerlessness

Offense
Spd 50 ft
Melee two +11 slams (1d10 +2 bludgeoning, 20/x2 plus sleep for 1d6 rounds, W-DC 20 negates)
Sneak Attack +4d6
Psi-Like Abilities (ML 12th Concentration +16)
Constant – body equilibrium
- escape detection

At Will – concealing amphora
3x/day – body adjustment
- psionic lion's charge

Statistics
Str 15 **Dex** 16 **Con** 13 **Int** 6 **Wis** 19 **Cha** 5
Base Atk +9 **CMB** +12 **CMD** 25 (29 vs trip)
Feats Combat Reflexes, Dodge, Psionic Body, Psionic Dodge, Speed of Thought, Up the Walls
Skills Stealth +26, Perception +19

Ecology
Environment any land
Organization solitary
Treasure incidental

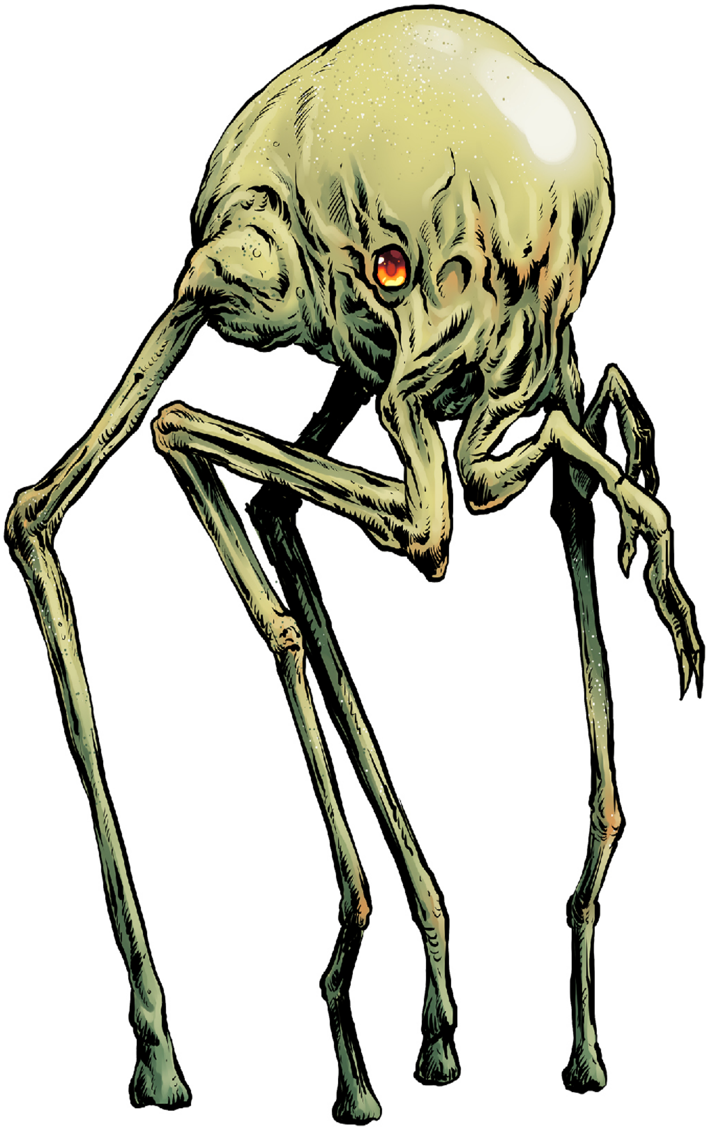
SPECIAL ABILITIES

Devour Psi (SU)
The Dreamvore feeds on ambient psionic energy, ripping it directly out of the minds of nearby psions. Any creature with a psionic power point reserve who ends their turn within the Dreamvore's Devour Psi Aura must succeed at a DC 20 WILL Save or lose 1d6+4 power points. Lost power points recover normally, and a target can be reduced to 0 pp by this ability, but not below.

The Dreamvore recovers Hit Points equal to the number of power points drained.

Lightfooted (EX)
The Dreamvore does not suffer a size penalty to Stealth and receives a +8 racial bonus on Stealth checks.

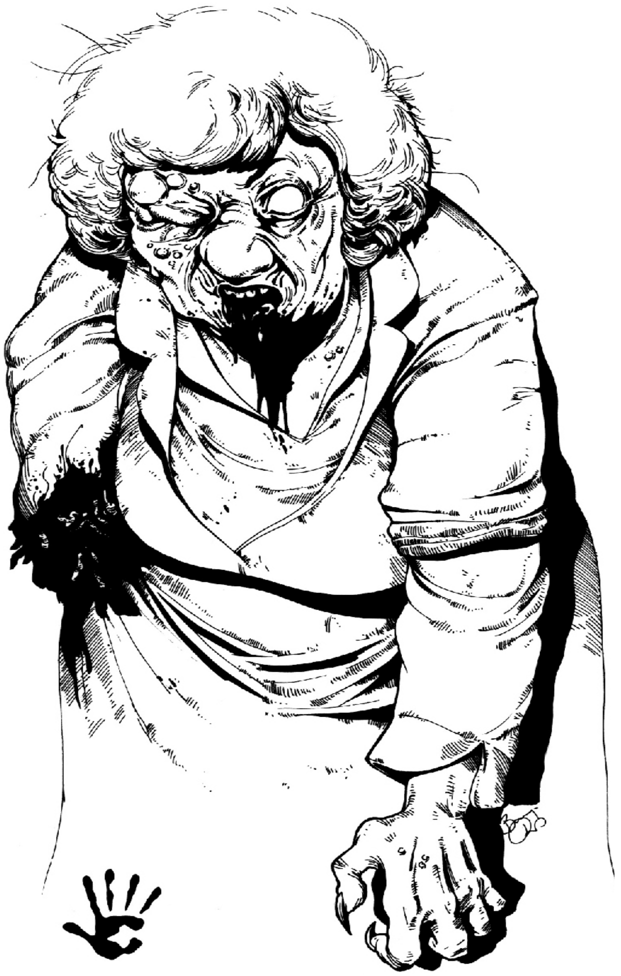
Nightmarish Parasite (Ps)
The Dreamvore prefers to devour psi energy from sleeping and helpless targets. A target who has their power points completely drained by the Dreamvore while sleeping suffers the effects of *induce nightmare.* A DC 20 WILL Save negates this effect. Unlike normal manifestations of *induce nightmare,* this ability does not require 10 minutes to manifest, rather its manifestation time is based around how long it takes to drain the victim's power point reserve.



NATURE

Dreamvore are nightmarish, but cowardly and skittish parasites. These foul creatures are a tumor of pale, fatty flesh the size of a quarter horse, striding silently on four stilt-like legs. Despite their great size, they move with the speed and grace of a jumping spider, and seem only loosely bound by gravity. Dreamvore are lazy hunters – they lurk on the fringes of a settlement, silently absorbing the dream-stuff of the world's psionic minority. Draining a sleeping victim of psi-energy risks madness and death, but Dreamvores don't care, and in many cases they don't even notice. Dreamvore tend to hunt in predicable patterns, feeding on one victim for a few sleepless nights before moving onto another set of victims in the next settlement down the line.

Dreamvores flee from any sign of resistance, but will return to plague a particular psion, time and time again, if they sense weakness. Dreamvores are intelligent enough to take full advantage of any carelessness or weaknesses in their prey's defenses. Dreamvores are intensely nocturnal predators who hide from the sunlight in caves, sewers, drainage pipes and abandoned basements. There's lots of peasant supersititions that Dreamvores flee from the sound of a cock crow, but that's a false connection. The creatures are intelligent enough to predict the sunrise and have no desire to be caught in the open during daylight hours.



ECTO-CARRIE – CR 5

Medium CE Undead (incorporeal, psionic)
XP 1,600
Init +2 **Senses** Darkvision 60 ft, lowlight vision, Perception +2
Languages Galactic Common or one language spoken in life

Defense
AC 17 **Touch** 17 **Flatfooted** 14 (+2 DEX, +1 dodge, +4 deflection)
HP 7d8 +28 hp (60 HP)
FORT +6 **REF** +4 **WILL** +7
Immune incorporeal, undead immunities
Vulnerable Fire, Force

Offense
Spd Flight 40 ft (perfect)
Melee +7 incorporeal touch (1d8 force, 20/x2 plus energy drain)
Special Attacks energy drain (1 level, F-DC 16)
Psi-Like Abilities (ML 7th Concentration +11)
At Will – concealing amphora

- demoralize (45 ft, W-DC 17)
- ectoplasmic sheen (R-DC 17 where applicable)
- ectoplasmic cocoon (R-DC 17; can affect Large targets)

Statistics
Str – **Dex** 15 **Con** – **Int** 9 **Wis** 15 **Cha** 19
Base Atk +5 **CMB** +7 **CMD** 17 (cannot be tripped)
Feats Dodge, Hover, Mobility
Skills Fly +23, Stealth +12

Ecology
Environment any
Organization solitary
Treasure incidental

SPECIAL ABILITIES

Mourner Plague (SU)
The Ecto-Carrie is especially terrifying and disturbing to its still-living friends and relatives. Any creature with a personal relationship to the dead creature who spawned the Ecto-Carrie suffers a -4 penalty on saving throws against the Ecto-Carrie's psi-like abilities.

Rotting Touch (SU)
Any food or drink handled by an Ecto-Carrie is slimed with a film of stinking ectoplasm and quickly rots away to uselessness.

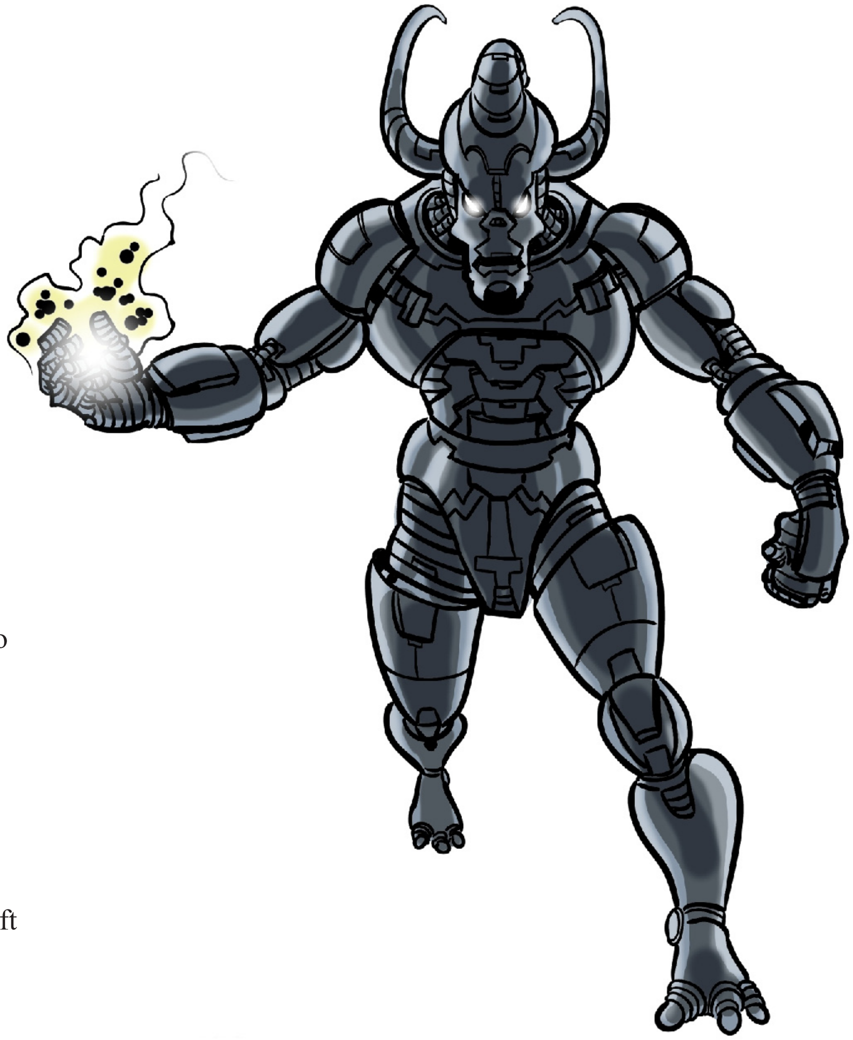
NATURE

Ecto-Carries (short for *ectoplasmic caricatures*) are a common undead pest. These pitiful and viscous ghosts are not created from an intelligent soul: instead, they are the remnants of electro-chemical impulses in a decaying neurology. Given a semblance of form by fluctuations in the roiling chaos of Hyperspace, Ecto-Carries are a distorted mirror of the consciousness that created them, usually reflecting the neurology's repressed vices. Ecto-Carries do not think or plan in any real sense. Instead, they just rampage mindlessly, indulging every impulse, gorging themselves on food they can't actually taste, pantomiming rape and perversity, or engaging in mindless violence.

The ghostly, dripping specters are grotesque parodies of the living neurology that created them. They might be recognizable to their kin, but their features are warped and vile, and their spectral bodies are marked with phantasmal death-wounds. Ecto-Carries are most common to starfaring cultures, and often form during long, dangerous hyperspace voyages, but the undead might be found among pre-starflight societies occasionally. Hyperspace storms and flares can unleash an epidemic of risen id-ghosts on a planet completely unprepared to deal with them.

ENUMERATOR – CR 12

Bloodline – Singular
Huge LE Outsider (extraplanar, lawful, lifespawn)
XP 19,200
Init +2 **Senses** Darkvision 120 ft, lowlight vision, Lifesense 5 miles, ansible, Perception +22
Languages Celestial, Grey, Infernal, Stonecutter, *truespeech*



Defense
AC 26 **Touch** 10 **Flatfooted** 24 (-2 size, +2 DEX, +16 armor)
HP 16d10 +64 hp (152 HP)
Damage Reduction 10/epic
FORT +14 **REF** +7 **WILL** +13
Spell Resistance 18
Resist Cold 15, Electricity 15
Immune Fire, ability damage/drain, fatigue, disease, critical hits, stunning, suffocation, radiation, vacuum (No Breath)
Weaknesses Lifecount 2

Offense
Spd 50 ft
Melee two +22 slams (2d6+9 bludgeoning plus 1d6 fire, 19-20/x2)
Ranged two +16 plasma bolts (2d6 x10 fire, 20/x2, 100 ft range increment, single shot)
Special Qualities No Breath
Spell-Like Abilities (CL 20th Concentration +20)
Constant – freedom of movement

Statistics
Str 24 **Dex** 14 **Con** 18 **Int** 10 **Wis** 16 **Cha** 10
Base Atk +16 **CMB** +25 (+27 sunder) **CMD** 37
Feats Awakened Heritage (Singular), Cleave, Dazzling Display, Greater Sunder, Improved Sunder, Power Attack, Shatter Defenses, Weapon Focus (slam), Weapon Specialization (slam)
Skills Knowledge (history, religion the planes) all at +19, Intimidate +19, Perception +22, Profession (account) +22

Ecology
Environment any
Organization found in military units serving ***Solix Verion*** and other powerful Singular-blood Lifespawn
Treasure incidental

SPECIAL ABILITIES

Ansible Communication (SU)
Each Enumerator is in constant *anisble* communication with all other Enumerators in the same solar system. What one knows, all know, instantly and without appreciable communication delay.

Anti-Lifespawn Warfare (EX)
The Enumerator's attacks ignore the Damage Reduction of Lifespawn creatures and negate their Fast Healing or Regeneration for one round.

Commanding Retaliation (Sp)
If the Enumerator is damaged by a confirmed critical hit from a creature with the Lifespawn subtype and survives, the Enumerator can use it *geas/quest* spell-like ability against the attacker as an immediate action.

Inexorable (EX)
The Enumerator cannot be slowed, held or otherwise impeded, and is immune to effects that would hinder or restrict its forward progress.

Selfishness (SU)
When the Enumerator witnesses a beneficial spell or spell-like ability cast within 30 ft, the Enumerator can attempt to redirect the spell's energy to itself, gaining the benefit

and denying it to its intended recipient. If the Enumerator makes a successful opposed caster-level check, the Enumerator gains the benefit of the spell and it is negated with regards to its original recipient. This ability is usable as a swift action up to five times per day.

Perfect Categorization (SU)
The Enumerator can instantly assess and quantify Lifespawn. It is aware of any Lifespawn creature's Lifecount, its species, as well as which Lifechain feats, if any, are present. It learns these facts about all Lifespawn creatures within range of its Lifesense.

NATURE

Enumerators are alien god-machines in service to the ***Solix Verion***, and a vital part of their defenses. Vast legions of these metallic warriors exist on each dominated world, assembled in orderly legions consisting of tens of thousands of Enumerators. Enumerators serve as planetary police forces for the fascistic Solix Verion. They are capable of assessing a Lifespawn's heritage with a glance, and use their barely contained plasma energies to immediately punish unauthorized breeding and hybridization. Though capable of independent operation, Enumerators are unimaginative and have little personality outside the battlefield.

Enumerators are majestic machines more than five meters tall. They are bipedal with hulls as black as smoke. Enumerators have cold, impassive mechanical faces resembling ancient statuary. When an Enumerator speaks, it is in a perfect chorus with all Enumerators within 1,000 miles, even if such distant Enumerators are not physically present. Typically, they only speak to give curt commands to the Lifespawns under their control, or demand that a 'variable' remain still for humane execution.

ERADICA – CR 15

Bloodline – Singular
Gargantuan CE Undead (lifespawn)
XP 51,200
Init +5 **Senses** Darkvision 90 ft, Lifesense 500 miles, *true seeing,* Perception +6
Aura Desecration (20 ft radius, acts as *desecrate*)

Defense
AC 28 **Touch** 13 **Flatfooted** 26 (-4 size, +1 DEX, +1 dodge, +15 natural, +5 profane)
HP 22d8 +154* hp (253 HP)
Damage Reduction 15/slashing and good
FORT +14* **REF** +10* **WILL** +21*
Channel Resistance +4 **Spell Resistance** 26
Immune undead traits
Resist Cold 10, Electricity 10, Fire 15
Weaknesses Lifecount 4

Offense
Spd 60 ft Fly 120 ft (average) Space Flight 2,500 ft (perfect)
Melee four +25 stings (2d8+13 piercing plus 3d6 energy* plus energy drain, 20/x3)
Special Attacks Energy Drain (1 level, F-DC 26)
Special Qualities All-Around Vision, Greater Starflight
Spell-Like Abilities (CL 20th Concentration +26)
Constant – desecrate *(* Eradica acts as an unholy altar-effects included in statblock above)*
- true seeing

Statistics
Str 36 **Dex** 13 **Con** – **Int** 3 **Wis** 22 **Cha** 20
Base Atk +16 **CMB** +29 **CMD** 40
Feats Cleave, Dodge, Dreadful Carnage, Following Step, Furious Focus, Great Cleave, Hover, Improved Initiative, Intimidating Prowess, Mobility, Power Attack, Step Up and Strike
Skills Fly +2, Intimidate +43

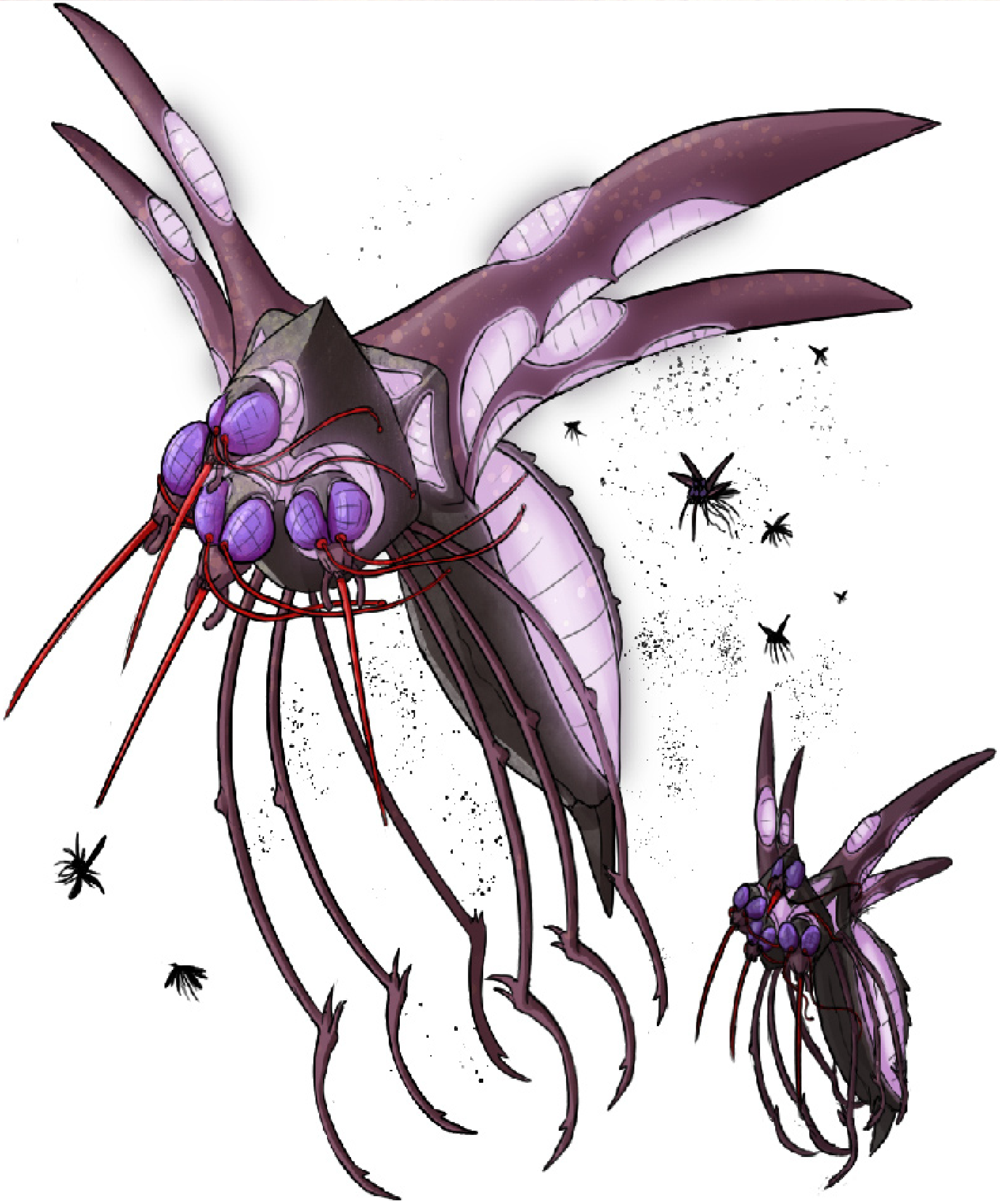
Ecology
Environment any
Organization vast, numberless swarms, though only one Eradica ever touches down within the same geographic region. If that Eradica falls, it is not usually replaced, and the destruction of the world continues unabated.
Treasure incidental

SPECIAL ABILITIES

Anti-Life Energies (SU)
The energy damage inflicted by the Eradica is of no particular type and not subject to energy resistance or immunity. A creature destroyed by this energy is destroyed, along with all their gear.

Desecration (SU)
The Eradica's body is surrounded by a continual aura of anti-life energies that acts as a constant *desecrate* spell. The Eradica itself acts as unholy altar, and the creature benefits from this effect, as noted in the stat block above. Undead created by the Eradica's *spawning vector* ability gain +2 HP per HD.

Spawning Vector (SU)
The Eradica exists primarily to spread the anti-life taint of undeath. Any creature slain by the Eradica rises in 1d6 rounds as a free-willed *wraith* (B1), or a *dread wraith* if the slain creature had 15+ HD. These wraiths are not under the Eradica's direct control, as the Eradica exists only to spread chaos and death, but they will not attack the creature under any circumstance.



NATURE

Eradica are legendary and deeply feared Lifespawn who have extinguished as many civilizations as there are captive stars orbiting the ***Phallus***. These nearly mindless, instinct-driven genocide machines are compelled by the ***Singular's*** unknowable will – worlds where other Lifespawn bloodlines predominate, or whose actions attract the Singular's dreaming attention – are scoured bare by their great hordes. Such swarms can eclipse a sun as they descend into the killing zone. Repelling an Eradica swarm is a task for the greatest and most powerful Lifespawn paragons, and only if the entire might of the system unites behind their champions. Few are up to the task.

Eradica are the harbingers of even worse things. *Tzitzimitl* (B3) often arrive on a world in the dark hours when the Eradica's presence triggers an exponentially growing undead plague. The Tzitzimitl finishes the work the swarm began, extinguishing all life on the world and utterly destroying the biosphere. Left in the swarm's wake is a dead, broken and scorched world, a planetary tomb haunted by the ghosts of billions.

Eradica are enormous bio-mechanical insects who stand more than 30 ft high at the thorax. Their hulls are a gleaming, steely black, freezing cold to the touch. Their swollen, fleshly abdomen pulse with sickly milk-light and a similar radiance glows at the widest portion of their long, razored wings. The creature's head is a rough triangle of soulless compound eyes, proboscis and mandibles.

EXPONE – CR 4

Bloodline – The Nemesis
Large N Aberration (lifespawn)
XP 1,200
Init +5 **Senses** Blindsense 60 ft, scent, Lifesense 1 mile, Perception +7

Defense
AC 15 **Touch** 10 **Flatfooted** 14 (-1 size, +1 DEX, +5 armor)
HP 5d8 +10 hp (33 HP)
FORT +3 **REF** +2 **WILL** +4
Immune visual effects (blind), poison, disease
Weaknesses Lifecount 1

Offense
Spd 30 ft
Melee +6 tendril (1d6+3 bludgeoning, 20/x2 plus grab)
Attack Options Constrict (1d6+3 bludgeoning plus parasitic infection)

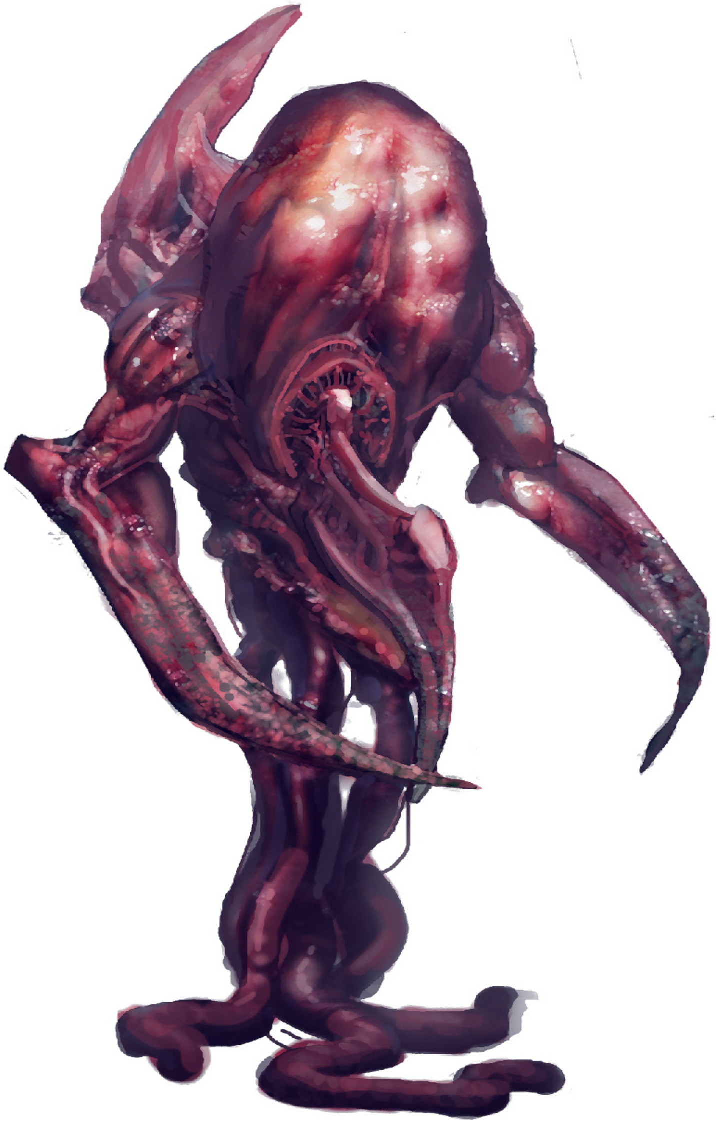
Statistics
Str 17 **Dex** 13 **Con** 15 **Int** 3 **Wis** 11 **Cha** 9
Base Atk +3 **CMB** +7 (+11 grapple) **CMD** 18
Feats Improved Initiative, Improved Grapple, Power Attack
Skills Perception +7, Survival +7

Ecology
Environment native to warm and temperate marshes
Organization usually solitary, sometimes accompanied by 2d6 offspring (apply the Young simple template)
Treasure none

SPECIAL ABILITIES

Parasitic Infection (EX)
Any Lifespawn creature damaged by the Expone's constrict ability must succeed at a DC 14 FORT Save or the damage inflicted becomes a permanent reduction in the target's Hit Point maximum. If the Expone manages to permanently reduce a target's HP maximum by at least 33 points without killing the target, it spawns a new Expone, which buds off from the victim's body. The target is *nauseated* for 1d6 rounds, and the Expone acts on the 'parent' Expone's initiative count on the following round.

Lesser Restoration can restore up to 2d6 HP lost in this manner; Restoration or more powerful magic can fully restore lost Hit Points.



Victims with sufficient HP can 'birth' more than one Expone spawn, each created by the loss of 33 HP. Lifespawn creatures with HP maximums less than 33 are damaged permanently by this attack, but can never spawn new Expones.

NATURE

Expones are mutagenetic tumors somehow capable of independent existence. They are dangerous Lifespawn parasites, attacking lesser Lifespawn, boiling away their flesh and fat to replicate themselves endlessly and consuming leftover tissue for nutrition. They are more like highly specialized viruses than any more complex life.

Expones are horrible, squelching things that resemble a fleshy sack of blood and fat, and they smell **exactly** like that. They are roughly radially symmetrical, with multiple tendrils for suffocating and infecting their prey. The creatures are eyeless and have animalistic intellect. Their tactics are limited to simple overwhelming wave attacks. Expones are usually followed by a string of their offspring.

EX' TINAR – CR 17

Huge CE Outsider (Anthro, daemon, evil, extraplanar)
XP 102,400
Init +1 **Senses** Darkvision 90 ft, lowlight vision, scent, Perception +4
Aura *Inescapable Tar* (20 ft, acts as black tentacles, CMB +28, inflicts 1d4 negative levels per round grappled, F-DC 23)

Defense
AC 19 **Touch** 9 **Flatfooted** 18 (-2 size, +1 DEX, +10 natural)
HP 23d10 +136 hp (263 HP)
FORT +13 **REF** +14 **WILL** +17
Damage Reduction 10/magic
Immune Acid, death effects, disease, mind-affecting abilities (mindless), poison
Resist Cold 10, Electricity 10, Fire 10
Spell Resistance 28
Weaknesses Channel Vulnerability

Offense
Spd 40 ft Swim 40 ft
Melee two +28 claws (2d6+7 slashing plus energy drain, 20/x2) plus +28 bite (4d6 piercing plus Bleed 5, 20/x2)
Special Attacks energy drain (1 level, F-DC 23)
Spell-Like Abilities (CL 23rd Concentration +25)
***Constant* –** black tentacles (CMB +28)
1x/day – Summon (1d4+1 wraiths 50% or 1 bodak 35%)

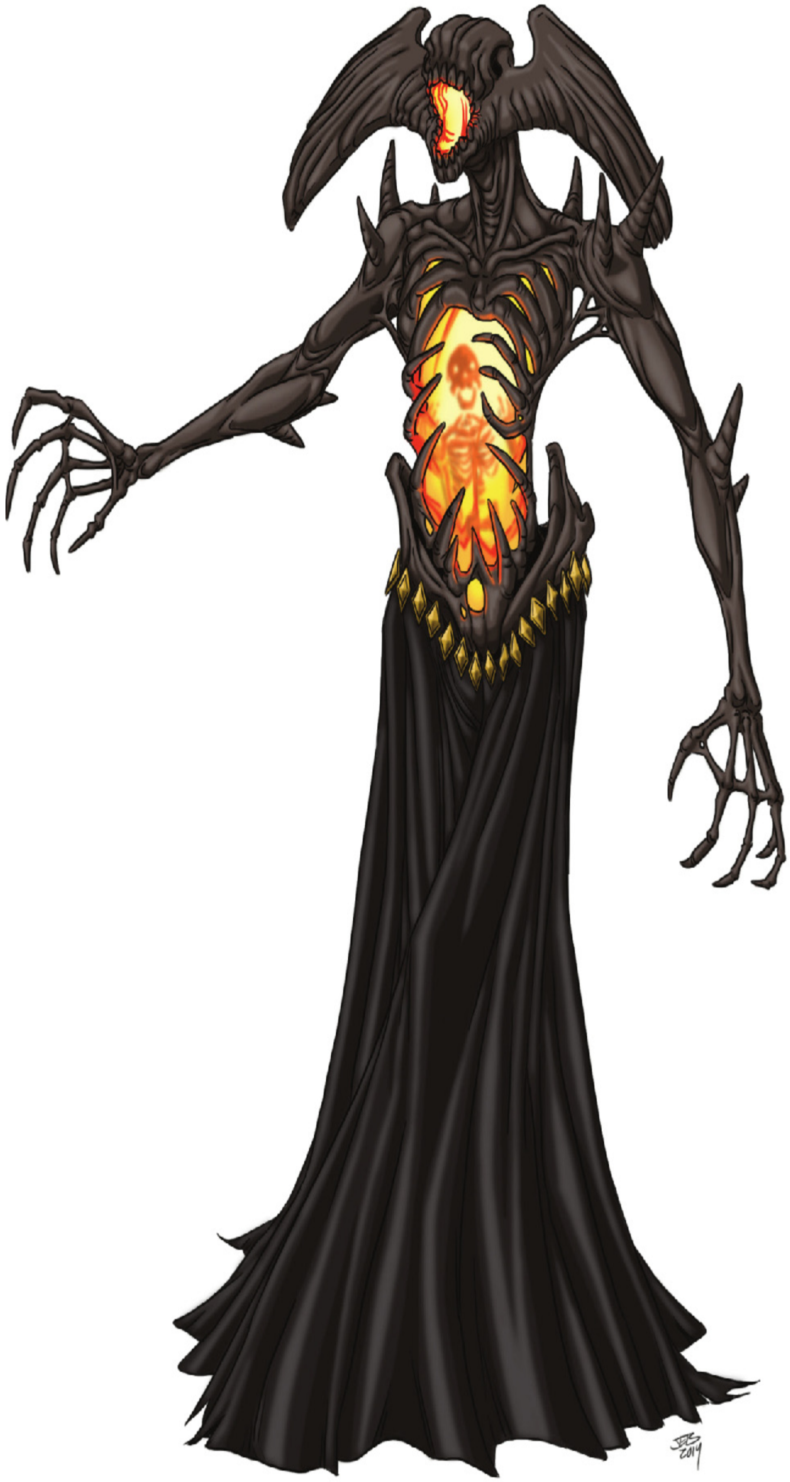
Statistics
Str 25 **Dex** 13 **Con** 22 **Int** - **Wis** 19 **Cha** 15
Base Atk +23 **CMB** +32 (+40 grapple) **CMD** 43
Skills Stealth +15 (+25 in darkness or water)

Ecology
Environment any
Organization solitary except for summoned minions
Treasure standard

SPECIAL ABILITIES

Bodiless Black Oil (EX)
The Ex' Tinar can flatten its body into a slick of oil moving across water or land. The Ex' Tinar can *squeeze* through any opening with a diameter of at least one inch. This dark amorphous mass gains a +10 competence bonus on Stealth checks in darkness or when moving over or through water.

Channel Vulnerability (EX)
Though the Ex' Tinar is an Outsider, the creature is vulnerable to channeled positive energy as if it were undead.



Death of Animals (EX)
Once per round, the Ex' Tinar may make a talon attack as an immediate action at its full attack bonus against any adjacent creature of the Animal or Vermin types, or against a creature with the Anthro subtype.

Inescapable Tar (SU)
The Ex' Tinar is surrounded with a roiling cauldron of black tar that traps bodies and devours souls. This 20

ft aura functions much like *black tentacles,* and has an effective CMB +23. However, unlike the standard spell, the *inescapable tar* inflicts 1d4 negative levels per round the victim spends grappled, rather than purely physical damage.

Each negative level imposed heals the Ex' Tinar for 5 HP; excess HP is gained as temporary hit points. These temporary HP remain for one hour, and the Extionctionarr can gain temporary HP equal to its full normal HP total.

Tar Skin (SU)
Any weapon that strikes the Ex' Tinar becomes stuck fast to the creature's tarry skin, unless the wielder succeeds at a DC 24 REF Save. A creature adjacent to the creature can attempt to pry off a stuck weapon with a DC 20 STR check, but doing so provokes an attack of opportunity from the creature.

The creature's tarry skin gives it a +8 racial bonus on grapple checks. The Ex' Tinar never gains the grappled condition, nor does it provoke attacks of oppritunity when attempting to start a grapple. Fire suppresses this tarry adhesion; if the Ex' Tinar suffers at least 10 points of Fire damage in one round, the tarry skin is suppressed for one minute.

However, any time the Ex' Tinar suffers any amount of Fire damage, all creatures either grappled by the creature or by its inescapable tar aura suffer an amount of Fire damage equal to 3x the amount inflicted upon the Ex' Tinar.

NATURE

The maddened agony of an animal sinking into quicksand or drowning in tar. The inexorable closeness of death, the inevitable and helpless agony…. this miserable death gives birth to the mindless, yet lethal Ex' Tinar Deamon. Ex' Tinars have no drives beyond an instinctive need to murder. Any lives will satisfy it, but the creature feels something most like pleasure when extinguishing the life of an animal…or an animalistic Anthro.

Ex' Tinars are goliath masses of life-sapping tar that assembles itself into a crudely humanoid form – an oily, ebon scarecrow of broken, rotten bones and stinking sinew. They hunt in utter silence, but as soon as they grapple a victim, the tarry horror unleashes a hellish cacophony of popping and squelching tar and panicked, trumpeting animal calls. The riotous, terrifying noise can be heard for miles.

EXX-KYRONITE EMPRESS – CR 19

Medium CE Outsider (chaotic, Exx-Kyron, extraplanar)
XP 204,800
Init +7 **Senses** Darkvision 120 ft, lowlight vision, *see in darkness, true seeing, all-around vision,*
Perception +35/+40 visual
Languages Abyssal, Celestial, Draconic, Galactic Common, Grey, Infernal, Psyren, Stonecutter, *telepathy* 100 ft

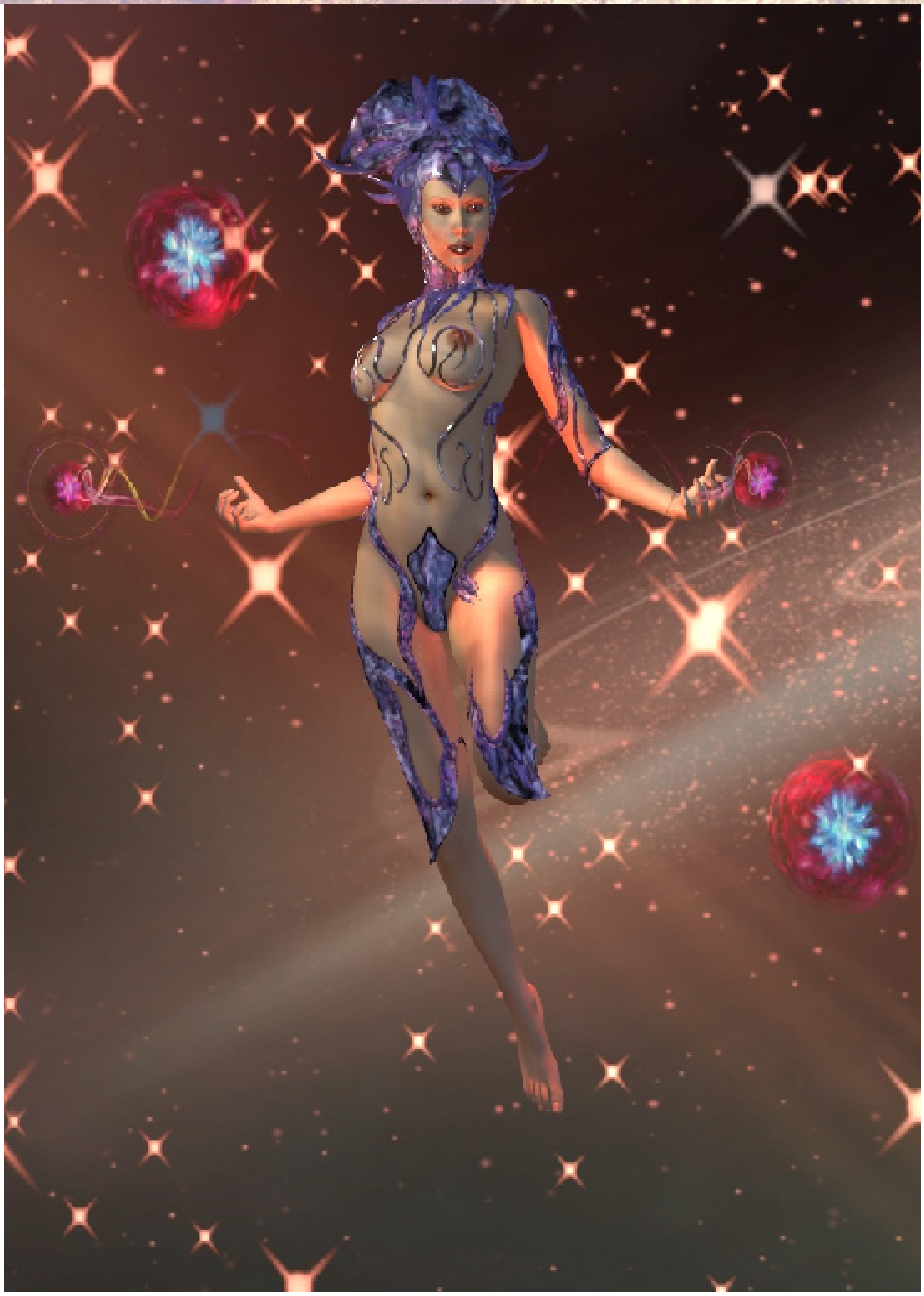
Defense
AC 27 **Touch** 18 **Flatfooted** 23 (+3 DEX, +1 dodge, +4 deflection, +9 armor)
HP 28d10 +112 hp (266 HP)
Damage Reduction 5/lawful
FORT +16 **REF** +22 **WILL** +23
Resist Cold 15, Pleasure 10, Sonic 10
Immune Electricity, Force, blindness, critical hits visual effects
Spell Resistance 25 (against lawful spells)
Weaknesses Arcane Failure Chance 10%

Offense
Spd 30 ft, Flight 150 ft (good), Space Flight 2,000 ft or 8 hexes, effective Hyperdrive Rating 3
Melee +30/+25/+20/+15 dagger (1d6+2 slashing, 19-20/x2)
Ranged +31 eye of loathing plasma strike (18d6 electricity/fire, 20/x3, 1,000 ft range increment or 1 mile range increment in space, single shot)
Sneak Attack +4d6
Special Qualities No Breath, Starflight
Spellcasting (CL 18th, Concentration +37)
The Exx-Kyron Empress casts spells as a 18th level Wizard. She has a 10% arcane failure chance due to her chainmail armor, mitigated by her training.

For the sake of brevity, spells of 3rd level and below are not listed. The Exx-Kyron Empress considers herself a battle-mage without equal: she prepares high-damage, area-effect spells before anything else, and has few magical defenses. She almost never prepares non-lethal spells, preferring her role as queen of the battlefield. She has absolutely NO CONCERN for allies caught in her blast radius.

Ninth **–** timestop, wall of suppression
Eighth **–** kinetic kill weapon^{T} (R-DC 26) *prepared twice*, summon monster VIII
Seventh **–** firebrand, starship blaster^{T} *prepared twice*
Sixth **–** contagious flame, disintegrate (F-DC 24) *prepared twice*, enemy hammer (F-DC 24) *prepared twice*
Fifth **–** mass pain strike (F-DC 21) *prepared twice*, military flight^{T}, prying eyes, waves of fatigue

Fourth – ball lightning (R-DC 22) *prepared twice,* shout (DC 22) *prepared three times*
Spell-Like Abilities (CL 28th Concentration +37)
Constant – cloak of chaos (already figured into stat-block above), true seeing



Statistics
Str 12 **Dex** 17 **Con** 18 **Int** 22 **Wis** 18 **Cha** 23
Base Atk +28 **CMB** +29 **CMD** 32
Feats Arcane Armor Training, Arcane Armor Mastery, Combat Casting, Combat Expertise, Disruptive, Dodge, Fly-by Attack, Greater Spell Focus (evocation), Greater Spell Penetration, Hover, Improved Initiative, Mobility, Spell Breaker, Spell Focus (evocation), Spell Penetration
Skills Fly +39, Intimidate +, Knowledge (arcana, history, the planes, religion) all at +37, Perception +35/+40 visual, Sense Motive +35, Spellcraft +37, Use Magic Device +38
Gear mwk. armor, *+3 unbound chainmail of greater fortification, cloak of resistance +3,* two artifacts: The Eye of Avarice and The Eye of Loathing

Ecology
Environment any
Organization accompanied by a *Float Eye Familiar* and legions of *Lesser Exx-Kyronite* troops, often with a powerful consort such as a *Lifespawn Despot* or similar CR 13-15 powerhouse
Treasure nearly incalculable, including her Eyes of Exx-Kryon artifacts

SPECIAL ABILITIES

Eye of Avarice (SU)
The Empress's Eye of Avarice allows her to conjure non-magical and non-psionic objects of great beauty of up to 1 million GP value once per day. All such objects much be inordinately beautiful and worth at least 100,000 GP; the Eye cannot create ordinary objects.

However, the Empress is made incredibly selfish. She must succeed on a DC 40 WILL Save to act altruistically, to make a sacrifice without expectation of reward, or to share resources. If she is aware of a theft, she is affected as by *rage,* and driven to murder the thief in as violent and spectacular manner as possible.

Eye of Loathing (SU)
The Empress cannot benefit from flanking or receive an aid bonus from another character, due to her fundamental selfishness.

The Eye of Loathing is only partially under her control. Each round there is a 50% chance that the Eye of Loathing makes a *plasma strike* ranged attack, at the Empress' highest attack bonus on Initiative Count 0 of the round. The Eye of Loathing usually chooses the last opponent who damaged the Empress. This does not consume an action on the Empress' part.

NATURE

The Exx-Kyron Empress is a mad queen driven solely be greed and lust for power. Early in her life, she uncovered a loyal ***Float Eye**,* and as she studied her pet, she discovered the lost secrets of the dead god Exx-Kyron. A lifetime of hard searching, betrayal and mind-shattering learning lead the young Empress to two of the most powerful relics of Exx-Kyron: huge living eyes that offer their mistress vast cosmic power at the cost of insanity.

The former xeno-archeologist became one of the most powerful women in the galaxy. Using her Eyes' power, she has captured a planet on the fringes of the Inner Necklace as her personal redoubt, having slaughtered most of the sentient natives and knocked back their culture a thousand years during her joyously brutal conquest. The Empress is dangerous enough that even regional hegemons like the ***Solix Verion*** and the ***Bleakmoon Tyrant*** give her a wide berth. Despite her vast firepower and her control over a fortress world, the Empress is too insane to ever project power much farther than a single solar system, and her rivals know it. They are content to allow her to torture her citizens to her heart's content, and will only risk their forces in a violent, direct confrontation if her capabilities ever rise to match her greed.

The Exx-Kyron Empress was born a near-human on some obscure world. Whatever her birthname was, she no longer answers to it. She studied as an archeologist and tomb raider, killing her way into proximity of her Eyes. When she claimed the Eyes, she declared she was claiming her birthright. As the Empress, she dresses in brilliantly lacquered chain mail, hand-forged by the best smith surviving on her conquered world, and wears an elaborate crown of xeno-alloys. Her token of rulership, and her chief weapons, are the pair of floating alien eyes, each a meter in diameter, that hover above her shoulders at all time. Her Eyes are never more than arm's reach from the woman that tamed them.

ARTIFACTS OF EXX-KYRON

The Exx-Kyron Empress has ascended to her station as a mad stellar queen by discovering and taming tow potent artifacts. These living artifacts, both in the form of enormous alien eyes, accompany the Empress at all times, hovering just a few feet above the Empress' shoulders. Typically, these living artifacts flee at high FTL speed if the Empress is slain, but they might be convinced to serve a new master.

Neither Eye can easily be destroyed.

EYE OF AVARICE

Unique Major Artifact

Aura overwhelming **ML** 33rd

Slot none **Weight** approximately 45 lbs

This eye is over a meter in diameter, and has a texture like wet porcelain, glossy and dripping clear tears. The sclera is a luminous emerald, the round pupil a slightly darker shade of jade.

Once attuned to the Eye of Avarice, the master can create objects of incredible wealth and beauty with a thought. The master can conjure non-magical and non-psionic items of up to 1 million gp value per day. This can be a single item worth 1 million gp or any number of lesser items whose value adds up to 1 million gp. Any item created must be worth at least 100,000 gp; the Eye of Avarice cannot be commanded to create mundane or poor-quality objects, only items of impossible wealth and beauty.

While attuned to the Eye of Avarice, the character becomes incredibly selfish. It requires a WILL Save (DC 40 + 1 per previous successful save) for the character to act altruistically, to make a sacrifice without the expectation of gain, or to share any resources. If the master is stolen from, they immediately fall into a *rage,* as the spell, and must attempt to murder the thief as quickly and horribly as possible.

EYE OF LOATHING

Uncommon Minor Artifact

Aura overwhelming psychokinesis **ML** 19th

Slot none **Weight** approximately 5 lbs

The most common form of eye is a blood red, irregular orb about the size of a melon. The pupil is a vivid, angry pink; the sclera is burning gold. Hundreds of such Eyes exist throughout the galaxy. In life, they were likely spaced across every inch of Exx-kyron's strange anatomy.

While attuned to an Eye of Loathing, the master gains Improved Initiative as a racial bonus feat. In addition, the master gains the ability to unleash a powerful bolt of psionic energy as an attack action.

- Eye of Loathing (18d6 half electricity/half fire, 20/x3, 1,000 ft range increment).

In space, the Eye of Loathing's energy blast gains a range increment of one mile instead.

While attuned to an Eye of Loathing, the character becomes incredibly hostile and paranoid. The character cannot benefit from flanking bonuses or from the aid another action.

EXX-KYRONITE, LESSER – CR 5

Medium NE Monstrous Humanoid (Exx-kyron, psionic)
XP 1,600
Init +5 **Senses** Darkvision 500 ft, lowlight vision, all-around vision, trueseeing, Perception +17
Languages understands Galactic Common and Infernal, but cannot speak

Defense
AC 15 **Touch** 12 **Flatfooted** 13 (+1 DEX, +1 dodge, +3 natural)
HP 6d10 +6 hp (39 HP)
FORT +4 **REF** +8 **WILL** +11
Immune blindness, visual effects

Offense
Spd 30 ft
Melee two +5 talons (1d6+1 slashing, 18-20/x2)

Spell-Like Abilities (CL 6th Concentration +10)
Constant **–** true sight

Statistics

Str 13 **Dex** 13 **Con** 12 **Int** 11 **Wis** 19 **Cha** 15
Base Atk +4 **CMB** +5 (+7 steal) **CMD** 16
Feats Blinding Critical^{B}, Dodge, Improved Initiative, Improved Steal^{B} Nimble Moves
Skills Acrobatics +7, Climb +10, Perception +17, Stealth +10

Ecology

Environment any land
Organization solitary
Treasure incidental

SPECIAL ABILITIES

Eye-Cut (EX)
The Lesser Exx-Kyronite gains Bleeding Critical as a bonus feat. However, the damage it inflicts upon eyes are temporary. The duration of the blindness is 1d6 hours, rather than permanent.

Eye-Seek (SU)
The Lesser Exx-Kyronite is aware of the presence, distance to and direction of any creature with the Exx-Kyronite subtype, as well as any magic items with Exx-Kyron in their name, it merely comes within 100 miles of such creatures. Lesser Exx-Kyronites typically avoid others of their kind, but greedily seek out magic items related to their heritage.

NATURE

The all-seeing, long dead star-god ***Exx-Kyron*** left behind many relics formed from the god's infinite eyes… including living relics. Lesser Exx-Kyronites greedily seek out these relics, hoping to steal their power and fill the endless, gaping emptiness of their imperfect souls. Lesser Exx-Kyronites know they are flawed creations, mere shadows of Exx-Kyron's ancient omni-knowledge. In hopes of expanding their woefully limited minds, Exx-Kyron prowl the galactic shadows, chasing rumors of artifacts and lost lore. They are rarely seen, and over time, might gather an impressive store of knowledge and blackmail fodder, despite their futile rage that they know all too little about the ***Many Eyes of Exx-Kyron***.

Lesser Exx-Kyronites are pallid humanoids with no eyes on their blank faces. This deficiency is compensated by the staring, lidless black eyes that grow on the palms of their hands, upon the soles of their feet and elsewhere on their weird, sexless bodies.

EXX-KYRONITE MOTHER – CR 9

Medium CE Aberration (Exx-Kyronite)
XP 6,400
Init +4 **Senses** Darkvision 120 ft, lowlight vision, all-around vision, *trueseeing,* Perception +24 (+26 visual)
Languages understands Galactic Common, but cannot speak, *telepathy* 100 ft

Defense

AC 18 **Touch** 15 **Flatfooted** 13 (+4 DEX, +1 dodge, +3 natural)
HP 14d8 +14 hp (77 HP)
Fast Healing 3 (acid, fire)
FORT +5 **REF** +8 **WILL** +14
Immune Force, blindness, gaze attacks, visual effects

Offense

Spd 30 ft Climb 20 ft
Melee +14 claw (1d6+2 slashing plus 1d6 force, 19-20/x2)
Ranged make 1d6+1 +14 laser blasts (2d8 force, 20/x2, 100 ft maximum range)

Statistics

Str 15 **Dex** 19 **Con** 13 **Int** 11 **Wis** 21 **Cha** 15
Base Atk +10 **CMB** +12 **CMD** 30
Feats Combat Reflexes, Defensive Combat Training, Dodge, Mobility, Weapon Finesse
Skills Acrobatics +24, Climb +19, Perception +22 (+26 visual), Stealth +21

Ecology

Environment warm forests and urban
Organization usually accompanied by 3d6 ***Lesser Exx-Kyronites*** and several ***Floateyes***
Treasure incidental

SPECIAL ABILITIES

Battle Dance (EX)
The Exx-Kyronite Mother's whirling, chaotic combat style allows her to dance between enemies, lashing out at anyone near. Make one attack roll at the attack bonus listed in her Melee Attack line and apply this to all adjacent enemies.

Burning Dance (EX)
When she chooses to make a ranged attack, the Exx-Kyronite Mother makes 1d6+1 laser attacks at random targets in range. Make a single attack roll and apply the results to all targets within range. She never chooses targets, and may hit her allies. She never provokes attacks of opportunity for making ranged attacks in a threatened square.

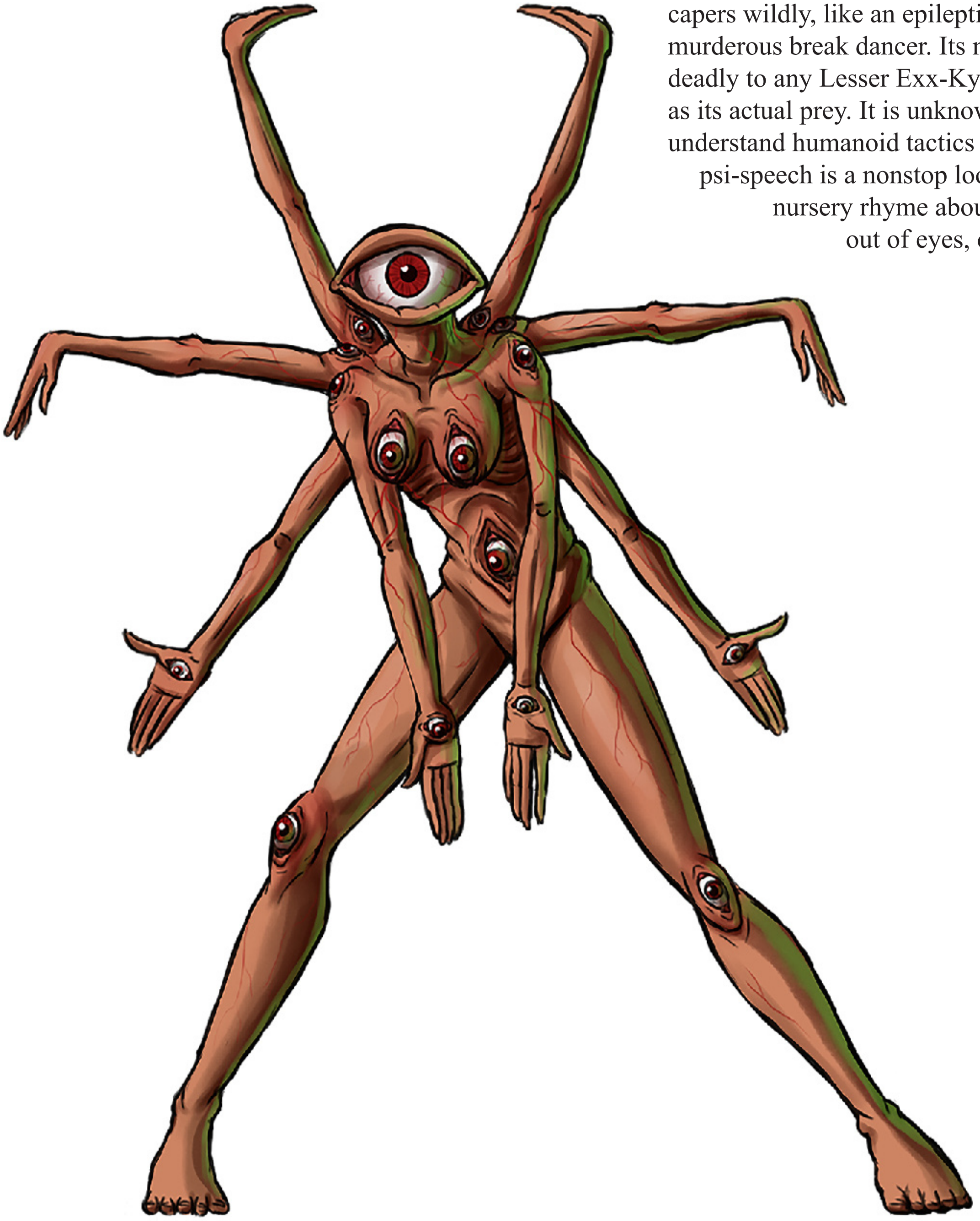
Eye-Birth (SU)
As a full round action, the Exx-Kyronite Mother can rip out one of the many eyes covering her body, inflicting 1d6 points of damage upon herself. She sticks the bloody eyeball to a wall or tree, or other vertical surface, where it grows into a Lesser Exx-Kyronite in 1d6 hours. Creatures created in this manner are under the Exx-Kyronite Mother's control.

Until it mutates into a Lesser Exx-Kyronite, the Exx-Kyronite Mother can see through any separated eye as a swift action, so long as she and the eye are on the same plane. Separated eyes have 1 HP and destroying them does no harm to the Mother.

NATURE

Exx-Kyronite Mothers are capering mad-women, who dance a murderous dance through the universe to the music of sizzling laser beams and popping, squelching eyeballs. These sociopathic, utterly unpredictable beings are living vectors for Exx-Kyronite infection. A solitary Mother can give birth to hundreds of ***Lesser Exx-Kyronites*** in a matter of days – a horde that size can easily overwhelm minor military powers. Trapping and killing Exx-Kyronite Mothers is a top priority for most planetary defense forces.

Exx-Kyronite Mothers resemble emaciated hominid females, whose rough, leathery skin is broken regularly by huge, staring eyes at every major joint. They have a half dozen stick-thin arms, with a staring eye in each palm. Every eye, at every joint of their body, can fire off lethal laser blasts. When a Mother fights, it spins and capers wildly, like an epileptic capeoperia practitioner, or a murderous break dancer. Its movements are random, and as deadly to any Lesser Exx-Kyronites following in its wake as its actual prey. It is unknown if the Mother can actually understand humanoid tactics in any meaningful way. Their psi-speech is a nonstop loop of nonsensical doggerel, a nursery rhyme about beautiful babies exploding out of eyes, over and over and over….



EXX-KYRON PSYKOR – CR 8

Large CN Aberration (Exx-Kyron, psionic)
XP 4,800
Init +2 **Senses** Darkvision 90 ft, lowlight vision, all-around vision, *trueseeing,* Perception +18
Languages Galactic Common, Infernal, Psyren, *telepathy* 100 ft

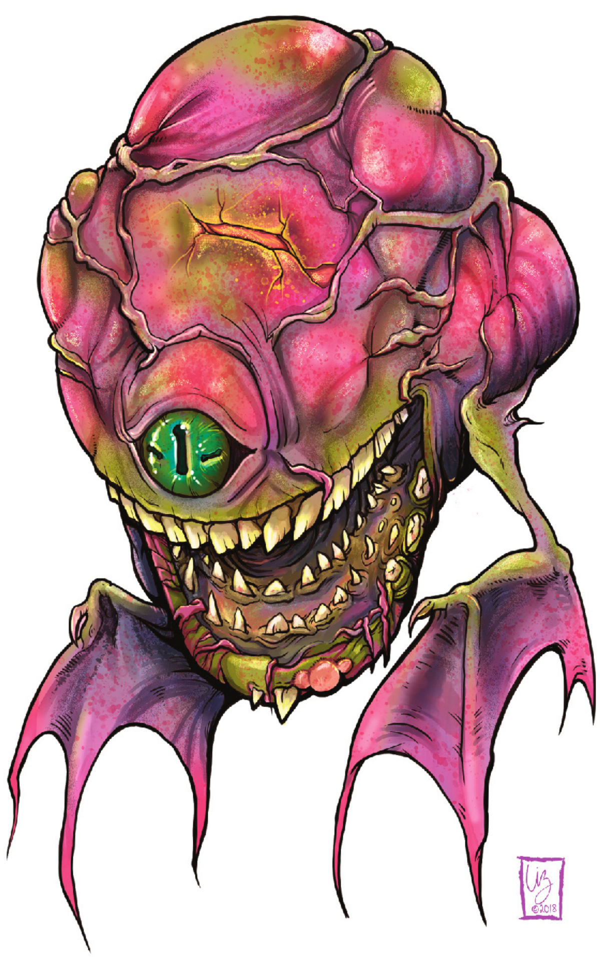
Defense
AC 17 **Touch** 11 **Flatfooted** 17 (-1 size, -2 DEX, +2 natural +4 armor, +4 shield)
HP 12d8 +48 hp (102 HP)
FORT +8 **REF** +2 **WILL** +11
Immune blindness, gaze attacks, visual effects, suffocation, radiation, vacuum (No Breath)

Offense
Spd Fly 30 ft (poor), 1,000 ft or 2 space hexes in zero gravity, Hyperdrive Rating 0.5
Melee +10 confusing bite (1d10+1 slashing, 19-20/x2 plus confusion 1d3 rounds, W-DC 20 negates)
Ranged +7 optical psi-blast (3d10 force plus 1d4 temporary WIS damage, W-DC 20 negates , 20/x2, 100 ft range increment)
Special Qualities No Breath, Starflight
Psi-Like Abilities (ML 12th Concentration +16)
Constant **–** detect psionics, forcescreen, inertial armor
These powers are accounted for in the stat-block above.
At Will **–** brainlock (W-DC 16)
- demoralize (W-DC 15)
- ectoplasmic sheen
- false sensory input (W-DC 20)
- sense minds (W-DC 16)

1x/day **–** death urge (W-DC 18)
- ectoplasmic shamble
- greater modify matter
- sensory cascade (W-DC 18)

Statistics
Str 14 **Dex** 6 **Con** 19 **Int** 18 **Wis** 16 **Cha** 13
Base Atk +9 **CMB** +12 **CMD** 20 (cannot be tripped)
Feats Ability Focus (false sensory input), Hover, Improved Initiative
Skills Bluff +16, Diplomacy +16, Fly +8, Intimidate +16, Knowledge (pop culture) +19, Perception +18

Ecology
Environment any
Organization usually solitary, occasionally found in pods of 1d4+1
Treasure standard (in lair)
\



SPECIAL ABILITIES

Confusing Bite (SU)
A target hit by the Psykor's bite attack becomes *confused* for 1d3 rounds, a DC 20 WILL Save negates this effect.

Illusory Paracosm (Ps)
When the Psykor uses its false sensory input psi-like ability, it can fool all a target's senses simultaneously, and can affect up to 5 targets.

Pop-Culture Psychodrama (SU)
Opponents targeted by the Psykor's false sensory input psi-like ability make both a WILL Save against the effect and a Knowledge (pop culture) check, and take the worse result as their saving throw result.

NATURE

Exx-Kyron Psykors are bright psychic predators that are dangerous, but not nearly as dangerous as they could be. The half-mad creatures are obsessed with fiction, stories and drama – they rapidly consume novels, television and other entertainment, obsessing about the details of these stories while reality goes unnoticed. They create petabytes of fan fiction (of increasingly horrible quality and nonsensical content) every week, and force unfortunate sentients to 'act out' roles in their surreal psychodramas using their psychic illusion abilities.

When hungry, the Psykor uses its optic blast to stun its already confused and mind-warped prey into a coma and then devours them whole. Most of the time, a Psykor wants to play, rather than eat. Their illusion-casting talents make them dangerous and frustrating foes. Psykor berate their victims for their poor acting and inability to comprehend their genius – they are the stereotypical egomaniacal author.

Psykor are pulsing sacks of brain tissue, levitated by telekinesis, about the size of a subcompact car. The single eye that is a symbol of their Exx-Kyronite heritage pulses and pumps with weird energies.

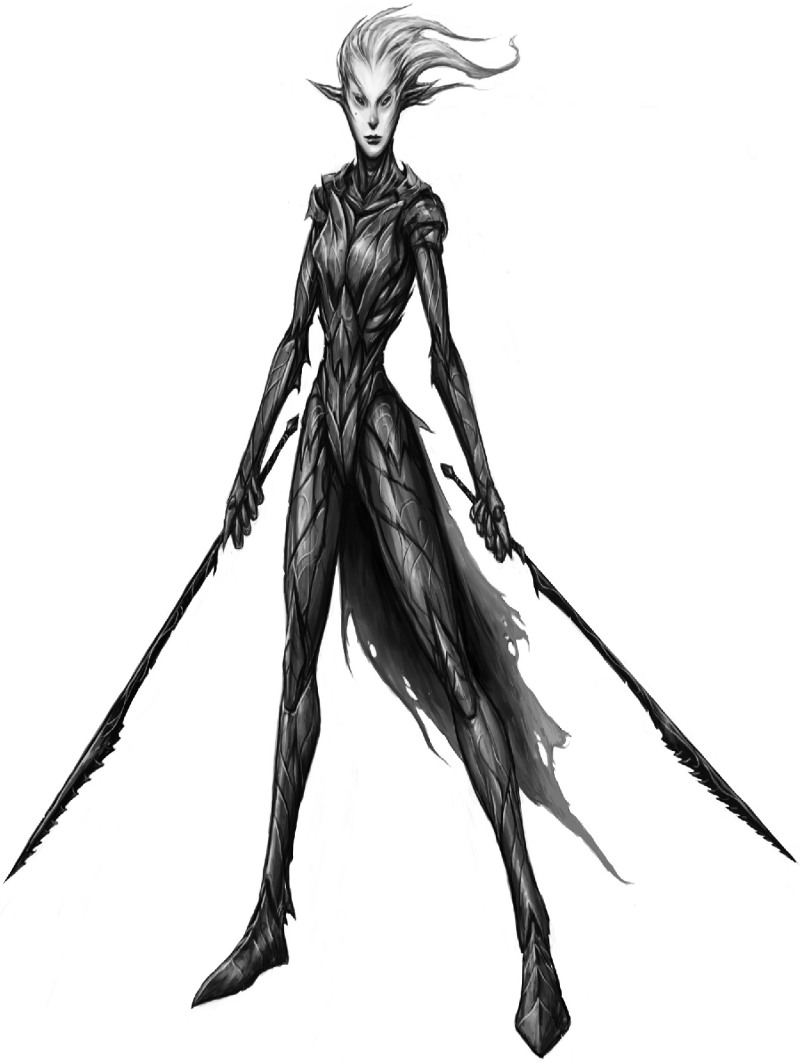
FENCER, HERITOR – CR 8

Bloodline – Fencers
Medium LN Monstrous Humanoid (cyborg, lifespawn)
XP 4,800
Init +6 **Senses** Lowlight vision, Darkvision 60 ft, *Lifesense* 1 mile, perceive unencrypted radio/television/wifi signals, Perception +14
Languages Celestial, Stonecutter

Defense
AC 23 **Touch** 19 **Flatfooted** 15 (+6 DEX, +1 dodge, +1 competence, +4 natural, +1 shield)
HP 10d10 +30 hp (85 HP)
Defensive Abilities Evasion
FORT +6 **REF** +13 **WILL** +9
Immune cyborg immunities, Ballistic damage
Weaknesses Lifecount 1

Offense
Spd 40 ft
Melee +13/+13/+9/+9 wounding rapiers (1d6+5 piercing plus Bleed 1, 18-20/x2)
Special Qualities No Breath
Spell-Like Abilities (CL 10th Concentration +12)
1x/day – expeditious retreat (self only)
- haste (self only)

Statistics
Str 18 **Dex** 22 **Con** 17 **Int** 13 **Wis** 14 **Cha** 15
Base Atk +10 **CMB** +14 (+16 disarm) **CMD** 30
Feats Awakened Heritage (Fencers), Combat Expertise, Combat Reflexes, Dodge, Double Slice, Greater Disarm[B], Improved Disarm[B], Improved Two Weapon Fighting[B], Two Weapon Defense[B], Two Weapon Fighting[B], Up the Walls



Skills Acrobatics +19, Craft (blacksmith) +17, Knowledge (history, tactics) both at +9, Intimidate +12, Perception +14, Pilot +11
Gear pair of *+1 wunding rapiers*

Ecology
Environment any
Organization solitary or two factions (2-4 members each), possibly working at cross-purposes
Treasure standard (including gear)

SPECIAL ABILITIES

Cyberbleeder (EX)
Bleed damage inflicted by the Heritor's *cruel rapiers* affects Constructs as well as creatures with the following subtypes: android, Battlechanger, cyborg, robot, POETICA, even if those creatures are normally immune to Bleed damage.

Dashing Parry (EX)
The Heritor can negate one melee attack per round that would otherwise hit it. The Heritor must be aware of this

attack and not flat-footed, as well as able to act normally, to execute a Dashing Parry.

Dueling Scars (EX)
If the Heritor reduces a creature to 0 HP or below with its rapiers, the Heritor can instead choose to reduce the creature to exactly 0 HP and *stabilized*. The Heritor inflicts a permanent (and extensive) scar on the victim's face or breast that inflicts 1d3 points of permanent CHA drain. The victim suffers a permanent -2 morale penalty on attack and damage rolls against Heritor Fencers; *restoration* or similar spells can undo this effect.

Opportunist (EX)
The Heritor's fighting style focuses on punishing opponents whose attentions waver or who are already wounded. The Heritor inflicts maximum damage on any successful attack of opportunity with its rapiers.

In addition, if the Heritor makes a disarm attempt against a target suffering ongoing Bleed damage, the Heritor gains a competence bonus on the combat maneuver check equal to the amount of Bleed the target is suffering, to a maximum of +5.

NATURE

Heritors are an uplifted species that completely redesigned itself and its culture after discovering and incorporating Fencer-tech into its genome. The Heritors have become a race of wandering warrior-demigods who fight in an elegant and lethal style modeled after best-guess reconstructions of ***Universal Fencer*** sword techniques. The Heritor's baseline civilization fragmented beyond recovery, as each individual, uplifted Heritor became convinced his or her techniques were supreme, that their combat styles and gene-coded cybernetics were closest to the *Universal Fencer* ideal. The Heritor species abandoned its birth-world, leaving behind only slowly crumbling ruins.

Today, individual Heritors can be found on any of ten million starports, most operating as lone mercenaries and cosmic wanderers. Heritors are relatively easy to hire for short term mercenary work, especially if the job offers a chance to test themselves against powerful Lifespawn or rival Heritors. Heritors relish opportunities to prove their superiority over others of their kind. Such duels are invariably lethal. Occasionally a particularly adept Heritor Fencer gains a small retinue of students and worshippers- these tiny, viciously insular cliques are the highest extant organization of Heritor culture.

Heritors can be dangerous threats to other Lifespawn, especially if those Lifespawn are armed. Encountering a fellow creature of Fencer lineage almost always prompts a duel. Heritors rarely kill non-Heritors during these duels, instead marking with deeply sliced dueling scars on the face or breast. Once a victim is so marked, they are free from the hostile attentions of most other Heritors – after all, if another Heritor already defeated this being, where is the chance for greater glory?

FENCER, UNIVERSAL – CR 16

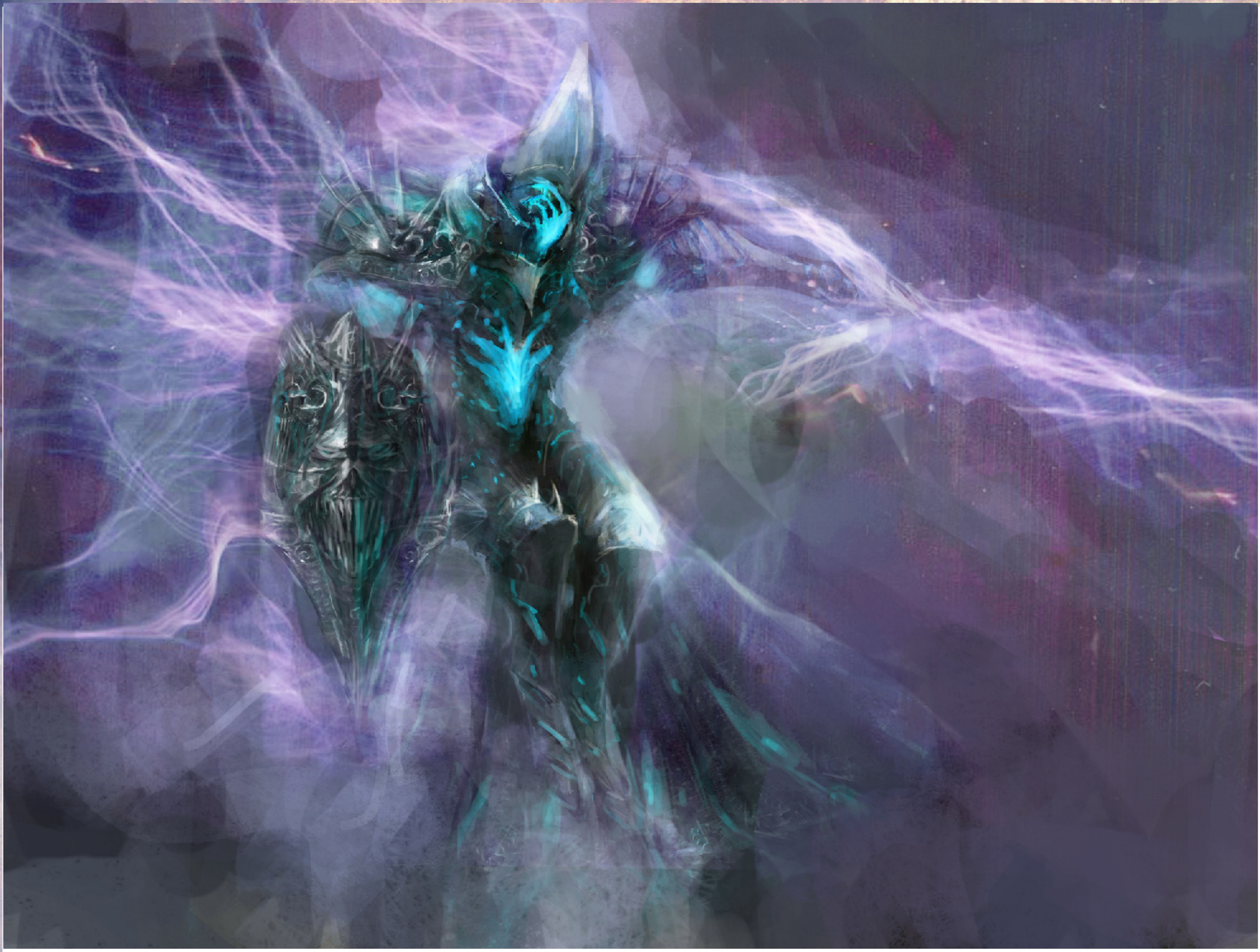
Bloodline – Fencers
Medium LN Outsider (lawful, lifespawn)
XP 76,800
Init +14 **Senses** Blindsight 500 ft, Darkvision 90 ft, lowlight vision, *trueseeing, lifesense 500 miles,* Perception +6
Languages Celestial, *truespeech*, telepathy 500 ft
Aura Molecular Disbonding (3d6 energy*, 30 ft)

Defense
AC 27 **Touch** 27 **Flatfooted** 16 (+10 DEX, +1 dodge, +6 deflection)
HP 21d10+21 hp (137 HP)
FORT +8 **REF** +25 **WILL** +20
Damage Reduction 15/epic **SR** 25
Defensive Abilities Improved Evasion
Immune Electricity, Force, Suffocation, Vacuum
Weaknesses Lifecount 1

Offense
Spd 40 ft Flight 120 ft (perfect)
Melee +32/+32/+27/+22/+17 cosmic rapier (16 untyped, 19-20/x2)*
Special Attacks Rote of Swordsmanship
Special Qualities Escalating Critical, No Breath
Spell-Like Abilities (CL 21st Concentration +29)
Constant – Detect Chaos, Detect Law
- Haste (figured into attack line above)
- Magic Circle Against Chaos (W-DC 21), True Seeing

At Will – Order's Wrath (W-DC 22)
- Teleport Without Error (interplanetary and trans-galactic range)

Statistics
Str 13 **Dex** 30 **Con** 12 **Int** 21 **Wis** 27 **Cha** 23
Base Atk +21 **CMB** +31 **CMD** 42
Feats Agile Maneuvers, Combat Expertise, Dodge, Greater Disarm, Greater Feint, Improved Disarm, Improved Feint, Improved Initiative, Lightning Reflexes, Lightning Stance, Mobility, Spring Attack, Whirlwind Attack, Wind Stance, Weapon Finesse



Skills Acrobatics +34, Bluff +30, Diplomacy +30, Knowledge (arcana, civics, nobility, the planes, religion, technology) all at +31, Profession (nobility) +32, Sense Motive +32

Ecology
Environment any
Organization solitary or accompanied by 1d6+1 Gazelles or 2 Barristers
Treasure double standard (in lair)

SPECIAL ABILITIES

Cosmic Rapier (EX)
The damage inflicted by the Universal Fencer's cosmic rapier is of no particular type. It is not subject to any form of damage reduction or energy resistance. It acts as either a physical or energy based weapon, whichever would be more beneficial to the wielder, at any given instant.

Escalating Critical (SU)
Each time the Universal Fencer confirms a critical hit with its cosmic rapier, improve the weapon's critical threat range by +1 and its critical threat multiplier by 1. There is no limit to the critical threat range and multiplier the Universal Fencer can gain in a particular encounter. Confirm enough criticals and it could theoretically gain a critical range of 1-20/x18. The effects of escalating critical fade at the end of the encounter.

Improved Evasion (EX)
The Universal Fencer takes no damage on a successful REF Save to evade an area effect attack, and only half damage on a failed REF Save. The Universal Fencer cannot gain the benefit of Improved Evasion when helpless or unconscious.

Lifespawn Primacy (SU)
As one of the guardian gods of a previous draft of the universe, the Universal Fencer can restrict the behavior of lesser Lifespawn. Lifespawn creatures cannot easily attack or hinder the Universal Fencer.

- Non-Lifespawn are not affected by this ability in any way.
- Lifespawn creatures with 12+ HD are immune to the effects of this ability.
- Lifespawn creatures with 8-11 HD cannot make attacks of opportunity against the Universal Fencer.
- Lifespawn creatures with fewer than 7 HD cannot attack or take direct hostile actions against the Universal Fencer.
- Lifespawn creatures with or fewer 4 HD cannot attack or take direct hostile action against either the Universal Fencer or known allies of the Fencer, providing those allies are within 60 ft of the Fencer.

Each Lifechain feat a creature possesses reduces its effective character level/Hit Dice by –1 for the purpose of this ability.

Lightning Stance (EX)
If the Universal Fencer takes two actions to move or a withdraw action in a turn, he gains 50% concealment for one round.

Molecular Disbonding (SU)
The luminous corona that surrounds the Universal Fencer disrupts the molecular bonds of lesser matter. All creatures and objects within 30 ft of the Universal Fencer that the creature wishes to effect suffer 3d6 energy damage per round it remains in the aura. The Universal Fencer may choose which creatures and objects it wishes to affect each round as a free action. This energy is of no specific type and is not subject to energy resistance or immunity. Creatures slain by Molecular Disbonding are disintegrated, along with all their gear.

Creatures of the Outsider type, and/or with the lawful subtype and/or Lifespawns of either the *Fencer* or the *Senator* bloodline are immune to Molecular Disbonding.

Rote of Swordsmanship (SU)
Universal Fencers perfected the art of cosmic swordsmanship billions of years before the current era. When attacking with its cosmic rapier can consider to have rolled a 10 on its attack roll, The Universal Fencer can choose to roll normally, in which case the Fencer's minimum attack roll is 10. Treat a roll of 1-9 as a 10 instead.

Universal Fencers inflict predictable damage with their cosmic rapier. Multiply this damage by the weapon's critical hit multiplier on a critical hit. The Fencer always confirms critical hits with its rapier.

The Universal Fencer can choose to inflict its non-critical cosmic rapier damage against a single adjacent target with 4 or fewer HD once per round as an immediate action.

NATURE

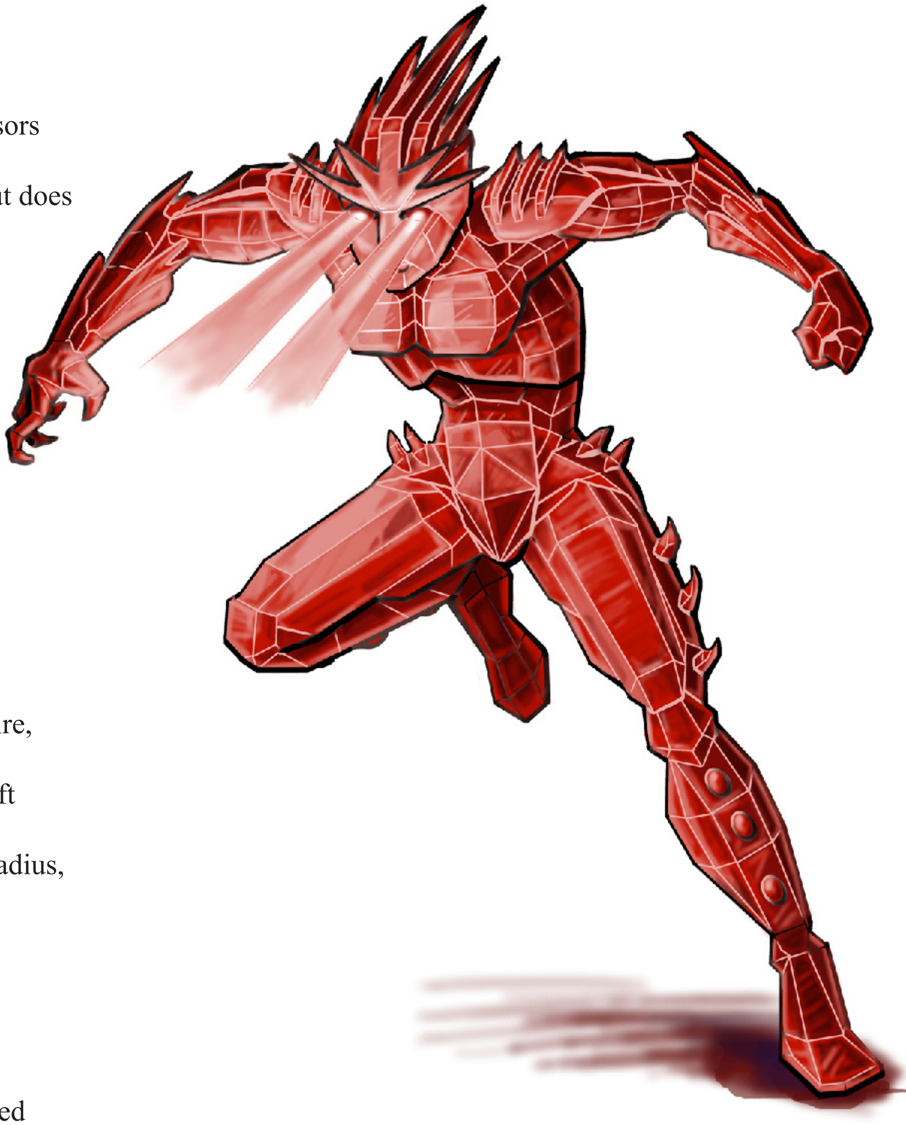
The Senators ruled the greatest empire the Second Iteration had ever known, and the loyal, arrogant sword-gods called Universal Fencers protected their masters. Their empire stretched across a hundred galaxies, across the length and breadth of time and the Multiverse, and into the depths of the afterlife itself. The Senators ruled well and justly, until they were betrayed by one of their own. The Senators and their Universal Fencer protectors were slaughtered to the last, their power stolen and used to rewrite reality in accordance with the Singular's dreams. But power like the primordial Senators wielded rarely dies without a trace….

Today, the Universal Fencers are known only by garbled, half-illegible hieroglyphs and by the lethal, data-based blades they left behind. Very little is known about the species themselves, nor their origins, though most theorize that the Universal Fencers are one of the many sub-species of the Senator genus.

All Universal Fencers appear as lanky humanoid shadows made of solid light. They stand over seven feet tall, with limbs as thin as a sword's blade, but stronger than a combat cyborg's. The Senators dress in silver carapaces woven on a molecular level by nano-machines. The race wear elaborate, full-face platinum and mithral masks. The Universal Fencer views the world through their mask's cyber-linked camera optics. A Universal Fencer's greatest weapon is the divine rapier which is the creature's badge of office. This blade of light tapers to a mono-molecular point sharp enough to shave the electrons off a spinning atom. This divine rapier appears to be part of the Universal Fencer's body, appearing at the end of their forearm in a crackling storm of intense luminescence.

FIREBOX – CR 9

Medium LE Construct (fire)
XP 6,400
Init +8 **Senses** Darkvision 90 ft, see in darkness, sensors equal to a light military scout vessel, Perception +13
Languages understands Binary, Galactic Common but does not speak



Defense
AC 23 **Touch** 15 **Flatfooted** 18 (+4 DEX, +1 dodge, +8 natural)
HP 12d10 +20 hp (86 HP)
FORT +4 **REF** +8 **WILL** +5
Immune construct immunities, Fire, Force
Resist Electricity 20
Vulnerable Sonic

Offense
Spd 30 ft Flight 120 ft (good) Space Flight 2,000 ft (perfect)
Melee two +17 slams (2d8+5 bludgeoning plus 1d6 fire, 20/x2)
Ranged two +16 optic beams (6d6 fire, 20/x3, 5,000 ft range increment)
Special Attacks Death Blossom (10d6 fire, 5,000 ft radius, R-DC 16 half, see text)
Special Qualities Greater Starflight

Statistics
Str 20 **Dex** 18 **Con** – **Int** 10 **Wis** 12 **Cha** 10
Base Atk +12 **CMB** +17 **CMD** 33
Feats Combat Reflexes, Dodge, Deadly Aim, Improved Initiative, Point Blank Shot, Precise Shot, Stand Still
Skills Fly +16, Perception +13, Stealth +16

Ecology
Environment deep space
Organization solitary or fighter wing (2d4)
Treasure incidental

SPECIAL ABILITIES

Death Blossom (EX)
As a full round action, the Firebox can spin in place, firing its lasers thousands of times. All creatures and objects within a 5,000 ft radius suffer 10d6 fire damage (REF DC 16 half). Targets of size Huge or larger, including most starships, do not receive a REF Save. The Firebox is considered *staggered* for one round after using this ability, overriding the usual construct immunity to this condition.

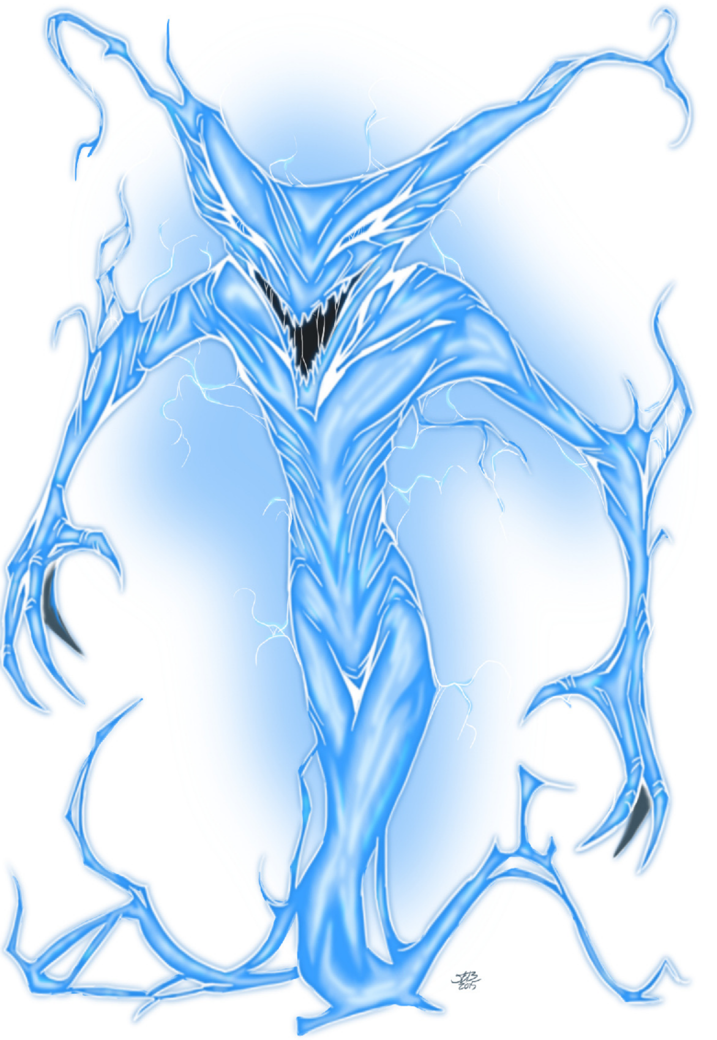
NATURE

Firebox combat androids are crystalline, hyper-charged war machines with a rudimentary sentience. The ***Bleakmoon Tyrant*** and other cosmic warlords protect the borders of their territory with huge swarms of Firebox. Hundreds of these combat robots are deployed in deep space, often near well-travelled hyperspace routes, where they serve as intelligent space mines. When an enemy starship passes within sensor range, the Firebox activates, surging with high-energy photonic charges, and begins its assault.

Fireboxes are heavily armored, humanoid war androids sheathed in multiple layers of ruby armor. Glowing components within the war machines pulse as it moves. Fireboxes can fire powerful ruby-based lasers from their optical sensors or the palms their robotic hands. Fireboxes are intelligent enough to fight tactically. They concentrate their fire power on a single enemy, prioritizing military targets and Voidsparrow warriors first. When attacking a starship, they attempt to disable the engines and weapon systems, and then call in reinforcement to take command of the prisoners and salvage the ship's cargo. Fireboxes do not retreat under any circumstance, and have no concern about their own safety.

FUELON SPARKLING – CR 3

Small CN Outsider (elemental, incorporeal, native)
XP 800
Init +4 **Senses** Darkvision 60 ft, lowlight vision, Perception +2
Languages understands Tech-SV or one other Tech-* dialect, but does not speak



Defense
AC 16 **Touch** 16 **Flatfooted** 11 (+1 size, +4 DEX, +1 dodge)
HP 4d10 +4 hp (26 HP)
FORT +2 **REF** +8 **WILL** +2
Immune Cold, Electricity, Fire, non-magical weapon damage, suffocation, vacuum
Resist Sonic 10
Vulnerable Force

Offense
Spd 30 ft Flight 90 ft (perfect)
Melee +9 incorporeal bite (1d6 electricity + minor Fuelon explosion F-DC 13 partial, 20/x2)
Special Attacks Death Throes (20 ft, 4d6 electrical, R-DC 13 half)
Special Qualities No Breath
Spell-Like Abilities (CL 4th Concentration +5)
Constant – haywire (F-DC 13)

Statistics
Str – **Dex** 19 **Con** 13 **Int** 5 **Wis** 12 **Cha** 7
Base Atk +4 **CMB** +7 **CMD** 17
Feats Dodge, Hover
Skills Fly +19, Stealth +15

Ecology
Environment any
Organization solitary, pair or krezz (3d6)
Treasure incidental

SPECIAL ABILITIES

Minor Fuelon Explosion (SU)
A creature damaged by the Fuelon Sparkling's bite suffers an additional point of Fire damage per point of Fuelon in its Fuelon Reserve. After the explosion, the character is left with only a single point of Fuelon in its Reserve. A successful DC 13 FORT Save halves this additional damage. This effect will not affect Gestalts, nor does it have any effect against creatures without a Fuelon Reserve.

Surge (SU)
Any mechanical or electronic device merely touched by the Fuelon Sparkling is treated as affected by a *haywire* effect. If the Fuelon Sparkling ends its movement within 5 ft of a mechanical or electronic device it too is affected by *haywire.*

NATURE

Fuelon Sparklings are elemental beings who take an extremely haphazard, rudimentary humanoid form made of lightning and radiation. These irritating and dangerous little scavengers common throughout the ***Steel Sector***. Small Sparkling colonies (called krezz) are naturally found near raw Fuelon deposits, but can be attracted to any high energy power sources, natural or otherwise. Fuelon Sparklings might be drawn by the delicious radiation of a nuclear fusion plant or electrical sub-station, feasting on all that tasty energy regardless of the havoc they're unintentionally causing. Fuelon Sparklings will attack lone Battlechangers, especially if they're smaller or weaker, or already damaged. Mini-bots have the most to fear from these voracious little energy beings.

GALACTIC CONTENDER – CR 7

Medium LG, NG or CG Monstrous Humanoid (human, mutant)
XP 3,200
Init +5 **Senses** Darkvision 60 ft, Perception +0
Languages Celestial, Galactic Common, *truespeech*

Defense
AC 15 **Touch** 15 **Flatfooted** 10 (+5 DEX)
HP 9d10 +54 hp (104 HP)
FORT +13 **REF** +11 **WILL** +6
Immune aging, ability score damage/drain, energy drain, fatigue and exhaustion

Offense
Spd 40 ft
Melee one or more +15 unarmed strikes (1d10+5 bludgeoning, 20/x2)
Ranged +15/+10 merciful volley (2d8+5 non-lethal bludgeoning, 20/x2, 100 ft range increment)
Special Qualities Powerful Build
Psi-Like Abilities (ML 9th, Concentration +12)
***1x/day* –** warp envelope

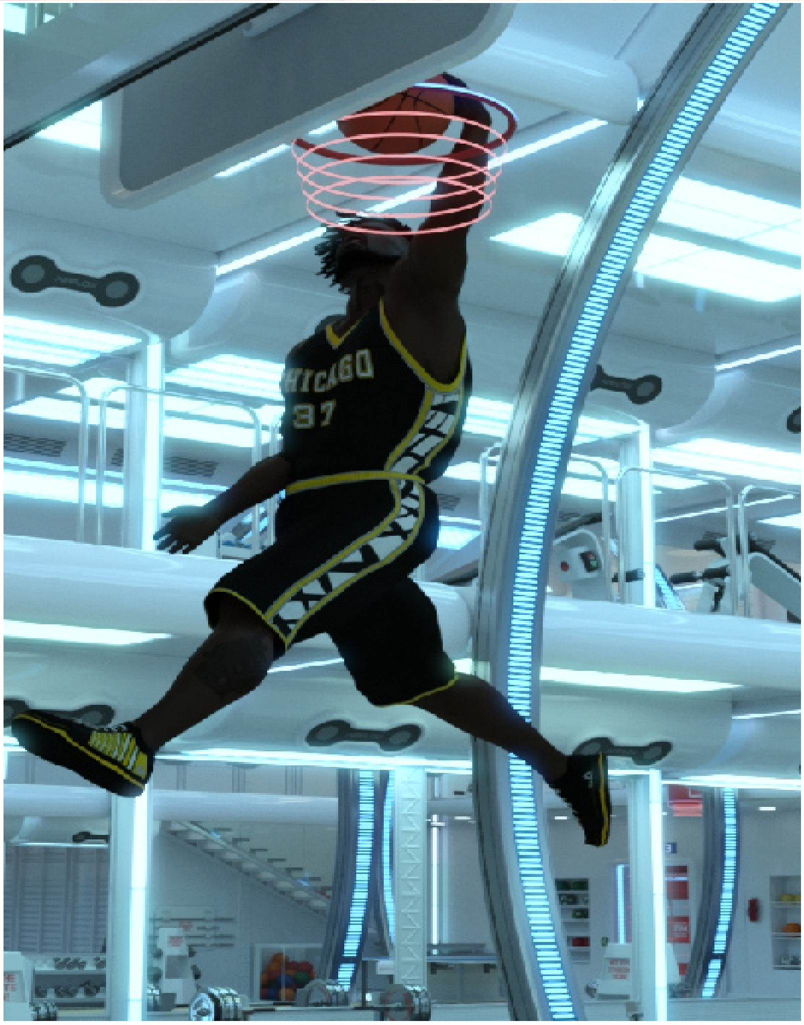
Statistics
Str 20 **Dex** 21 **Con** 22 **Int** 14 **Wis** 11 **Cha** 17
Base Atk +9 **CMB** +15 (+17 disarm) **CMD** 30
Feats Combat Expertise, Deadly Aim, Endurance, Great Fortitude, Greater Disarm, Guild Navigator, Improved Disarm, Improved Unarmed Strike, Run, Weapon Focus (unarmed strike), Weapon Focus (volley)
Skills Acrobatics +20, Climb +17, Computer Use +8, Pilot +9, Knowledge (physical sciences) +16, Profession (athlete) +15
Gear *+1 merciful volley of distance,* palmtop computer, *throwback jersey*

Ecology
Environment any
Organization squads of appropriate numbers for various team sports
Treasure standard (aboard their starship)

SPECIAL ABILITIES

Fair Fight (EX)
The Galactic Contender may make one unarmed strike at his highest attack bonus per 5 Hit Die of the target. There is no cap on the number of attacks the Galactic Contender can make against truly powerful opponents.

Guild Navigator (Ps)
The Galactic Contender can attempt a DC 20 Computer Use check while aboard a starship equipped with any grade of Hyperdrive. If successful, the Galactic Contender increases the vessels' Drive rating by +1 for the duration of the voyage. This check requires 10 minutes.



Once per day, the Galactic Contender can manifest a *psychoportation* ability identical to Warp Envelope.

Playing Defense (EX)
As an immediate action, the Galactic Contender can sacrifice his worn *throwback jersey* to reduce the damage from a successful attack against him or damaging area effect to 1 point of damage of the attack's type. Doing so destroys the *throwback jersey* completely, and since the Galactic Contender takes one point of damage, he remains vulnerable to any special effects keyed to the attack, such as stunning, bleed, or similar effects. The Galactic Contender may choose to use this ability after damage is rolled, to save it for when he really needs it.

The Galactic Contender must be aware of the attack or hazard, wearing a *throwback jersey* and not helpless or otherwise prevented from freely moving to use this ability.

Spot a Good Challenge (SU)
The Galactic Contender can perceive the physical strength and fitness of any Humanoid or Monstrous Humanoid it encounters. It is aware of that creature's STR, DEX and CON scores, the ranks the creature has placed into Acrobatics, Climb, Swim or any sports-related Profession or Perform skill, and if the target has any Fighter, Combatant or Monk class levels and if so, how many of each.

This is considered a 9th level divination effect.

NATURE

Galactic Contenders are an ancient, extremely capable strain of humanity. The Galactic Contenders discovered warp travel uncounted eons ago, but unlike most races that mastered FTL flight, they dedicated themselves to sport and good natured competition rather than conquest. Impressively post-human, the Galactic Contenders are immortal sons and daughters of a post-scarcity economy. They don't get sick, stop aging once they're out of their teens, have no need of work other than the satisfaction of honest doing.

The race long ago outgrew its home-star, and the species now exists as rootless nomads, small bands of which dedicate themselves to mastery of a single sport (or a few, closely related sports) and travel together aboard an impressive light starship of a colorful, ancient, native design. To the Galactic Contenders, sports are life. War, conquest, all other challenges, even the most serious, are mere distractions from the competition that gives the race a chance of glory. Galactic Contenders make regular stop-overs on civilized worlds across the galaxy, challenging native sportsmen to meet the Contenders on the playing field. While the Contenders are boisterous, boastful and legendarily arrogant, they play fair and abhor violence. The only weapons Contenders carry are occult-tech sporting equipment, which is designed to pack a wallop, but a non-lethal one.

Galactic Contenders are brawny, space-born humans with dark skin and fine, toned physiques. Their preferred dress are simple athletic uniforms in bold colors, with alien glyphs spelling out team names legendary across the cosmos. Evolved to hyperspace, Galactic Contenders have eerily glowing blue eyes, which marks them as experts at hyperspatial navigation. They are as smart as they are physically gifted, with a phenomenal tradition of excellence in physics and the hard sciences.

Galactic Contenders are on good terms with most good or neutral galactic powers: they are welcome in Stonecutter space, sought as lovers and personal trainers by Pacficians, welcome aboard Free Spacer and Shipper vessels. Before leaving after an exhibition match, they will often help the locals upgrade their tech infrastructure, which makes them extremely welcome on poor or low-tech worlds.

GAZELLE – CR 14

Bloodline – Gazelles
Medium LN Monstrous Humanoid (cyborg, lifespawn)
XP 38,400
Init +20 **Senses** Darkvision 90 ft, lowlight vision, perceive unencrypted wifi/radio/television signals, Perception +18
Languages Celestial

Defense
AC 25 **Touch** 19 **Flatfooted** 16 (+8 DEX, +1 dodge, +6 armor)
HP 14d10 + 28 hp (105 HP)
FORT +11 **REF** +17 **WILL** +5
Fast Healing 3
Defensive Abilities Evasion, Heavy Fortification (50% ignore critical hit), Improved Uncanny Dodge (18th level)
Immune Ballistic damage, Disease, Hold, Paralysis, Poison
Weakness Lifecount 2

Offense
Spd 70 ft
Melee +20/+20/+20/+15/+10 quantum scimitars (1d8+3 energy*, 19-20/x3)
Ranged +20/+20/+20/+15/+10 onboard mini-cannons (2d6 ballistic, 20/x4, 50 ft range increment, full auto)
Special Qualities Celestial Perfection, No Breath, Rapid Movement
Spell-Like Abilities (CL 18th Concentration +19)
Constant - freedom of movement

Statistics
Str 16 **Dex** 26 **Con** 14 **Int** 10 **Wis** 12 **Cha** 10
Base Atk +14 **CMB** +25 **CMD** 35
Feats Agile Maneuvers, Combat Reflexes, Dodge, Greater Two Weapon Fighting, Improved Initiative, Improved Two Weapon Fighting, Lightning Stance, Mobility**,** Run, Spring Attack, Two Weapon Fighting, Weapon Finesse, Wind Stance
Skills Acrobatics +33, Climb +20, Perception +18, Stealth +25 (racial modifiers: +8 Acrobatics)

Ecology
Environment any land
Organization usually solitary, sometimes trio
Treasure standard (in lair)

SPECIAL ABILITIES

Celestial Perfection (EX)
The Gazelle's alien cybernetics are the pinnacle of the technology. The Gazelle gains the No Breath racial quality, and is immune to non-magical disease. The cyborg's multiply overlapping armor layers render the Gazelle immune to Ballistic damage.

Duck Aside (EX)
Any round the Gazelle does not use its Split Second ability, it has a +20% to duck aside from any attack that would otherwise hit it. This effect stacks with any miss chance due to concealment.

Lightning Stance (EX)
If the Gazelle takes two actions to move or a withdraw action in a turn, it gains 50% concealment for one round.

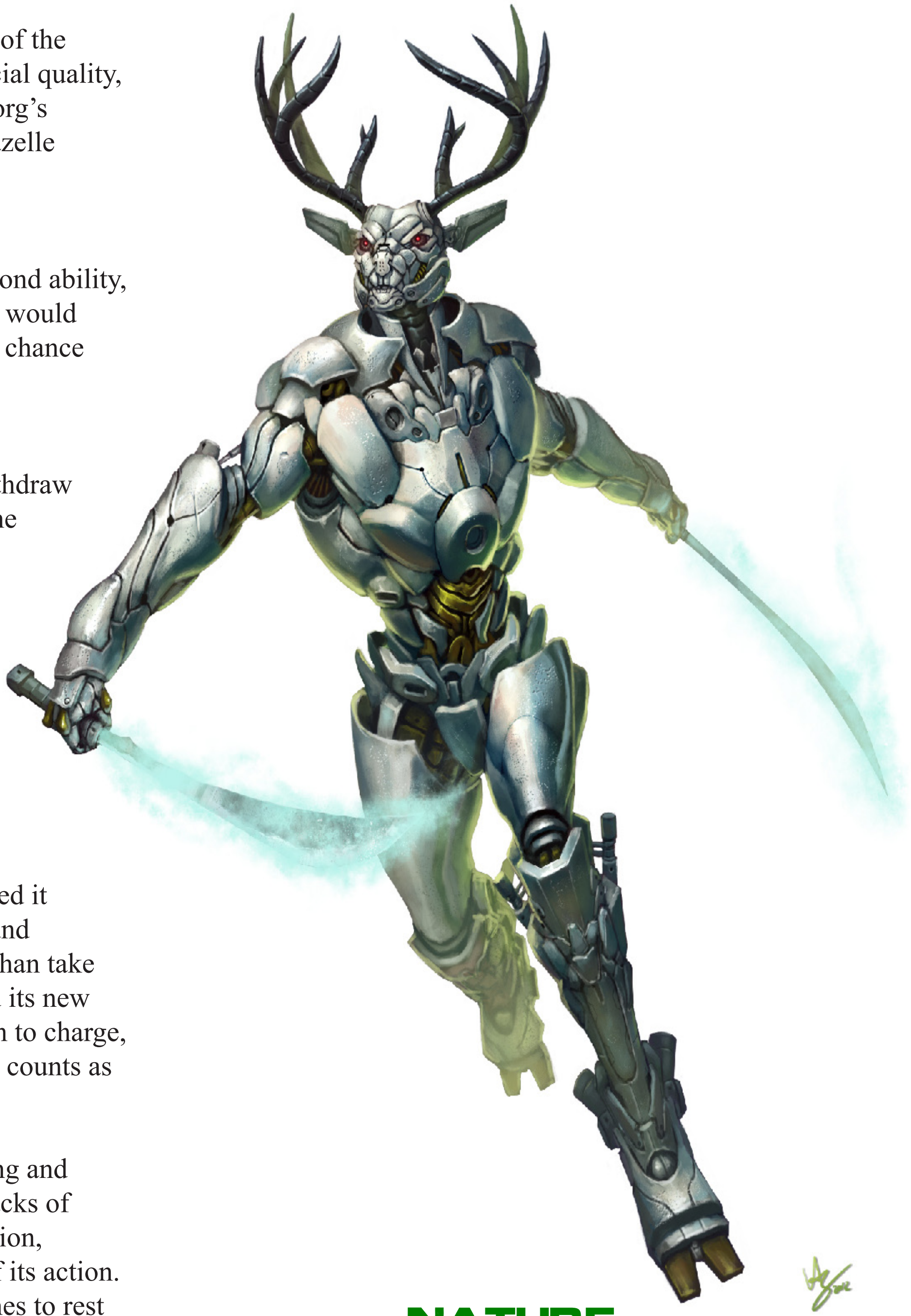
Rapid Movement (EX)
The Gazelle can take an additional move or move-equivalent action each round, over and above what is allowed by its Split Second ability. It can move and still make a full attack under normal circumstances.

Split Second (SU)
The Gazelle can move with such impossible speed it appears to be in two places at once. As a full round action, it can move up to double its movement, than take a standard action at both its starting location and its new location. It may use the action at its new location to charge, or to make an attack using Spring Attack (which counts as the Gazelle's additional standard action).

The Gazelle is treated as being at both the starting and new locations for the purposes of provoking attacks of opportunity from all actions taken at either location, threatening and being threatened until the end of its action. Once the Gazelle has taken all its actions, it comes to rest exclusively at its new location. The Gazelle cannot use Split Second two rounds in a row.

Quantum Scimitars (EX)
The Gazelle wields twin scimitars with blades formed from exotic energy planes. The weapons damage is not subject to damage reduction, or energy resistance or immunity. The quantum scimitars are treated as physical or energy weapons, whichever would be more beneficial to the Gazelle at the time.

Quantum Scimitars are linked to the Gazelle that wields them, and the weapons become useless scrap when the Gazelle is destroyed.



NATURE

Like the ***Old Blades***, Gazelles are ancient weapons of war, left behind when the current universe was formed and whatever unimaginable conflict spawned the agile cyborgs was forgotten. In contrast to the Old Blades, who seemed to be mechanized genocide machines, the Gazelles were apparently a type of protector – a guardian.

The few words they utter, in a broken, archaic Celestial, indicate the Gazelles are still dedicated to the protection of the long vanished race they served – ***The Senators***. Modern Gazelles vacillate between a decisive, tactical super speed and an almost pathetic loneliness, a longing for long extinct masters. Many Gazelle survivors, if they are able to adapt to the modern galaxy at all, often adopt a creature that reminds them somehow of the long dead "*Senators*" they once served and serve as that creature's champion and bodyguard.

Gazelles are heavily armored, incredibly fast and agile combat cyborg of advanced alien design. Their bionics are incredible- living machines of such precision and beauty no modern cybernetics engineer has ever been able to successfully dissect, much less duplicate, the technology. Gazelles take their name from their deer-like appearance and impressive rack of metallic antlers. A Gazelle's primary weapons are the twinned energy blades it wields with whirling speed, but if necessary, the bracer like protrusions on each forearm can retract to reveal twin machineguns. Fed by internal nanocolonies producing unlimited stores of ammunition, these weapons are capable of unleashing a barrage of more than 6,000 micro-munitions per minute.

GENESIS MACHINE WARLORD – CR 17

Bloodline – The Genesis
Large LE or LN Monstrous Humanoid (lifespawn)
XP 102,400
Init +2 **Senses** Darkvision 1,000 ft, lowlight vision, Lifesense 1 lightyear, perceive unencrypted radio/television and wifi signals, Perception +29
Languages Binary, Celestial, Draconic, Galactic Common, Stonecutter, Tech-FG, Tech-TY

Defense
AC 35 **Touch** 11 **Flatfooted** 33 (-1 size, +2 DEX, +12 natural, +12 armor)
HP 23d10 +115 hp (242 HP)
Damage Reduction 10/magic
FORT +12 **REF** +15 **WILL** +16
Immune construct immunities
Weaknesses Lifecount 6

Offense
Spd 40 ft Flight 80 ft
Melee two +27 machine breaker slams (2d10+5 bludgeoning, 20/x2 plus armor destruction)
Ranged +26/+21/+16/+11 military plasma rifle (2d12+2 fire, 19-20/x2, 60 ft range increment, semi auto)
Special Qualities No Breath
Spell-Like Abilities (CL 23rd Concentration +30)
At Will – BFG
- summon firearm

3x/day – call cloudfire mecha
- interplanetary teleportation
- kinetic kill weapon (R-DC 25)
- nuclear impact
- summon (1 God Guardian mecha or 1d4+1 Warbirds, 60%)
- summon (2 Gunbreaker mecha, 50%)

1x/week **–** downloaded intelligence or mecha genesis (no need for a constructed chassis)
- workshack

1x/year – technological singularity

Statistics
Str 20 **Dex** 15 **Con** 20 **Int** 25 **Wis** 16 **Cha** 15
Base Atk +23 **CMB** +28 **CMD** 40
Feats Alpha Engineer, Awakened Heritage (Genesis), Cleave, Deadly Aim, Great Cleave, Improved Precise Shot, Nanotechnological Assembly, Nanotechnological Genesis, Nanotechnological Implantation, Nanotechnological Orbital Drydock, Pinpoint Targeting, Point Blank Shot, Power Attack, Primacy, Precise Shot
Skills Craft (cybernetics, electronics, firearms) all at +34, Craft (mechanical) +36, Computer Use +34, Intimidate +28, Knowledge (history, tactics, technology) all at 34+, Pilot +28, Perception +29
Gear *+4 full plate, +2 military plasma rifle of infinite ammunition and distance*

Ecology
Environment any
Organization usually accompanied by powerful Genesis-bloodline bodyguards and minions, including legions of ***Machine Cultists***, commands vast planetary armies
Treasure double standard (including gear)

SPECIAL ABILITIES

Alpha Engineer (EX)
The Genesis Machine Warlord makes two Craft checks per period and adds the results together, allowing him to complete Craft projects much more quickly than normal.

Bio-Machine Transformation (SU)
The Genesis Machine Warlord can transform himself into a Construct as a swift action. In this form, the Genesis Machine Warlord gains Damage Reduction 10/magic and Construct Immunities. The Genesis Machine Warlord can remain in Construct form for up to 10 rounds per day. These rounds need not be consecutive but must be taken in one round increments.

The statblock above assumes the Genesis Machine activated this power before the battle began.

Genesis Touch (SU)
The Genesis Machine Warlord can touch machine or mechanical device, Construct, robot or cybernetic creature and instantly repair the device. The Genesis Machine Warlord can restore any number of Hit Points to the touched machine, up to a maximum of 30 HP. As with

lay on hands, this healing can be spread across multiple instances or used to maximum effect in a single use.

Alternatively, by expending 10 points of healing, the Genesis Machine Warlord can permanently transform the device into a masterwork equivalent.

Machine Breaker Slam (EX)
Sheer physical strength and intimate knowledge of armor design allows the Genesis Machine Warlord to devastate space suits. When the Warlord makes a successful slam attack against any target wearing armor with the space suit property, that armor gains the Broken quality and its space suit property ceases to function. A second strike destroys the armor.

Nanotechnological Assembly (SU)
As a full round action, the Genesis Machine Warlord can conjure non-magical, high tech electronic devices weighing 20 lbs or less. The conjured object appears in his hand or in an adjacent square. The device conjured can be any non-unique, non-magical electronic device (such as a laptop computer, Geiger counter) or light, one-handed energy weapon (such as a laser pistol). The device remains in existence until it is destroyed, gains the broken condition, exhausts its internal power supply, or the Genesis Machine Warlord uses this feat again.

Once per day, the Genesis Machine Warlord can produce a Medium sized or smaller Tier IV starship of the Warlord's choice around himself as a full round action. When the starship is created, the Warlord appears in the pilot's seat. Once created, this starship remains in existence until it is destroyed or until the power is used again. If the starship is destroyed, the Harbinger cannot use this ability again for 1d6+1 days. The Warlord can decide the starship's appearance and livery at the time of creation, and can manipulate the created starship's ELINT signature as if using the spell *pirate's registration.*

Nanotechnological Implantation (SU)
Once per day, the Genesis Machine Warlord can touch a willing, helpless or restrained creature and implant a single cybernetic device in the creature, which functions identically to the *cyber surgery* spell, save that Genesis Machine Warlord conjures the device from nothingness rather than installing an existing device.

Primacy (SU)
The Genesis Machine Warlord is a powerful example of the Genesis bloodline, a warlord that can conjure armadas with a thought. Lesser Lifespawn find it difficult to stand against them.

- Non-Lifespawn are not affected by this ability in any way.
- Lifespawn creatures with 23+ HD are immune to the effects of this ability.
- Lifespawn creatures with 12-23 HD cannot make attacks of opportunity against the Genesis Machine Warlord.
- Lifespawn creatures with fewer than 11 HD cannot attack or take direct hostile actions against the Genesis Machine Warlord.
- Lifespawn creatures with or fewer 4 HD cannot attack or take direct hostile action against either the Genesis Machine Warlord or known allies of the Harbinger, providing those allies are within 60 ft of the Warlord.

Each Lifechain feat a creature possesses reduces its effective character level/Hit Dice by –1 for the purpose of this ability.

Second Barrage (SU)
As a standard action, the Genesis Machine Warlord can command all allies who can clearly hear him to barrage their previous targets. As an immediate action, all allies with a loaded firearm or energy weapon ready make a ranged attack against the last target they fired upon, at their highest base attack bonus.

NATURE

Genesis Machine Warlords command nearly limitless armies of well-trained men and advanced war machines. They gradually and inexorably expand their territory, careful never to advance too far in advance of their own supply lines. Immortal and extremely patient, these polished warlords move their armies with deliberation, preferring to conquer without firing a shot if they can convince their targets to surrender peacefully, and deploying mind-numbingly overwhelming force when the diplomatic approach fails.

Worlds conquered by a Genesis Machine Warlord are become cogs in the system-spanning machine that the Warlord created. Efficiency is prized above all else, and vassal planets become part of a supply chain stretching across the space sector. While the Warlord has no true interest in extinguishing alien cultures, techno-shock and production schedules leave little time for the arts and culture that existed prior to conquest. The Warlord actively exterminates any religious traditions whose superstitions interfere with productivity or discriminate among vassals; more liberal native traditions simply fall by the wayside as life gets busier and more complex. Productive vassals are rewarded with luxuries, cybernetics and technological toys of all descriptions.

Genesis Machine Warlords are immense warriors who garb themselves in golden panoply in imitation of the Genesis himself. They wield only armor and weapons they've forged and maintained themselves, not trusting even their seconds to maintain their gear. They are serious and unimaginative, not given to unchecked displays of emotion. They typically fight at the forefront of their armies, flanked by a legion of well-armed vanguards and heavily armed combat mecha. They genuinely enjoy combat (nearly as much as they enjoy R&D), and might trade compliments and observations against enemies in particularly high quality powered armor. Their throne rooms are often decorated with the hulled chassis of fallen warriors' powered armor.

GIANT, RING – CR 9

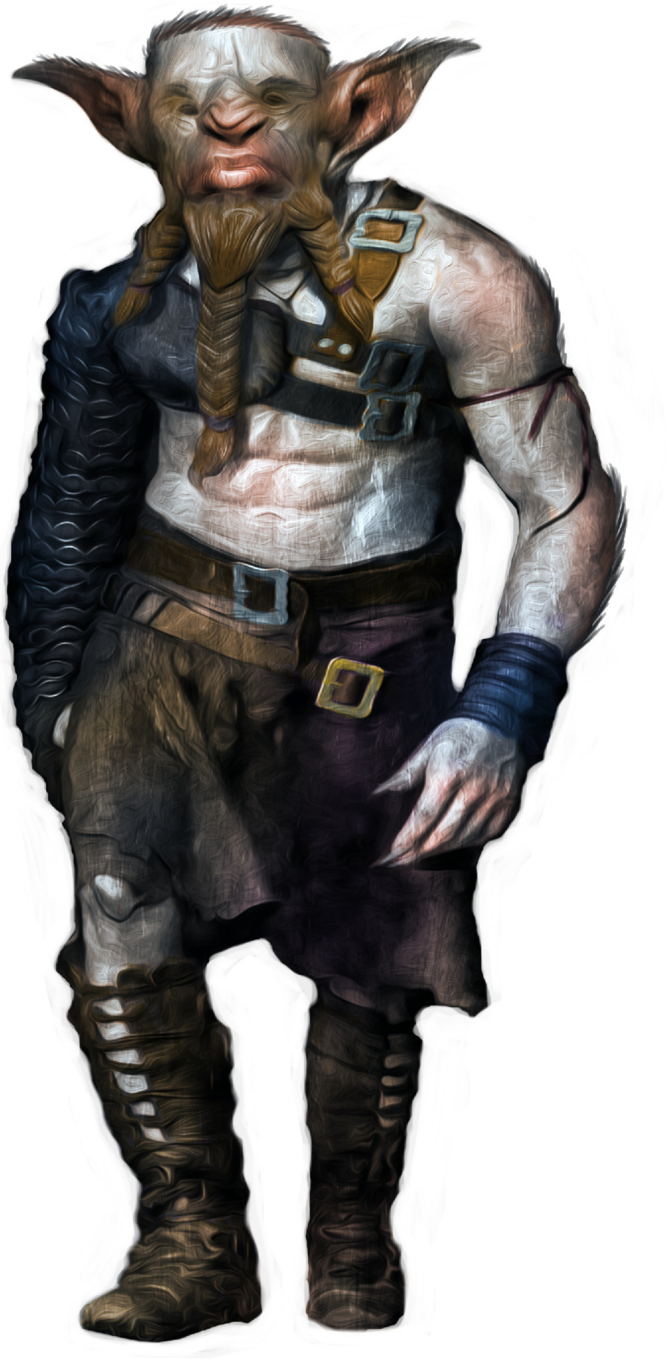
Huge N Monstrous Humanoid (giant)
XP 6,400
Init +0 **Senses** Darkvision 60 ft, lowlight vision, Perception +15
Languages Aklo, Galactic Common

Defense
AC 17 **Touch** 8 **Flatfooted** 17 (-2 size, +4 natural, +3 armor)
HP 12d10 +60 hp (126 HP)
FORT +12 **REF** +4 **WILL** +10
Immune poison
Weaknesses Obligate Herbivore

Offense
Spd 40 ft
Melee +20/+15/+10 longspear (2d10+7 piercing, 20/x3)
Special Qualities Bardic Knowledge
Psi-Like Abilities (ML 5th Concentration +7)
***1x/day* –** object read

Statistics
Str 23 **Dex** 10 **Con** 18 **Int** 14 **Wis** 15 **Cha** 9
Base Atk +12 **CMB** +20 (+22 overrun) **CMD** 30
Feats Endurance, Greater Overrun, Improved Overrun, Power Attack, Run, Toughness
Skills Craft (leatherwork) +16, Diplomacy +16, Knowledge (history, local, religion, physical sciences) all at +22, Profession (merchant) +25, Profession (vinter) +5, Perception +15, Sense Motive +15
Gear masterwork leather armor, *+1 huge longspear,* enormous leather backpack filled with hundreds of pounds worth of trade goods, canteens, wineskins and rations

Ecology
Environment native to warm and temperate plains aboard ringworlds and Dyson spheres
Organization solitary, pair, hunting parties of 3-7 or tribes of 30-50 adults plus twice that many juveniles
Treasure standard (including combat gear and trade goods)



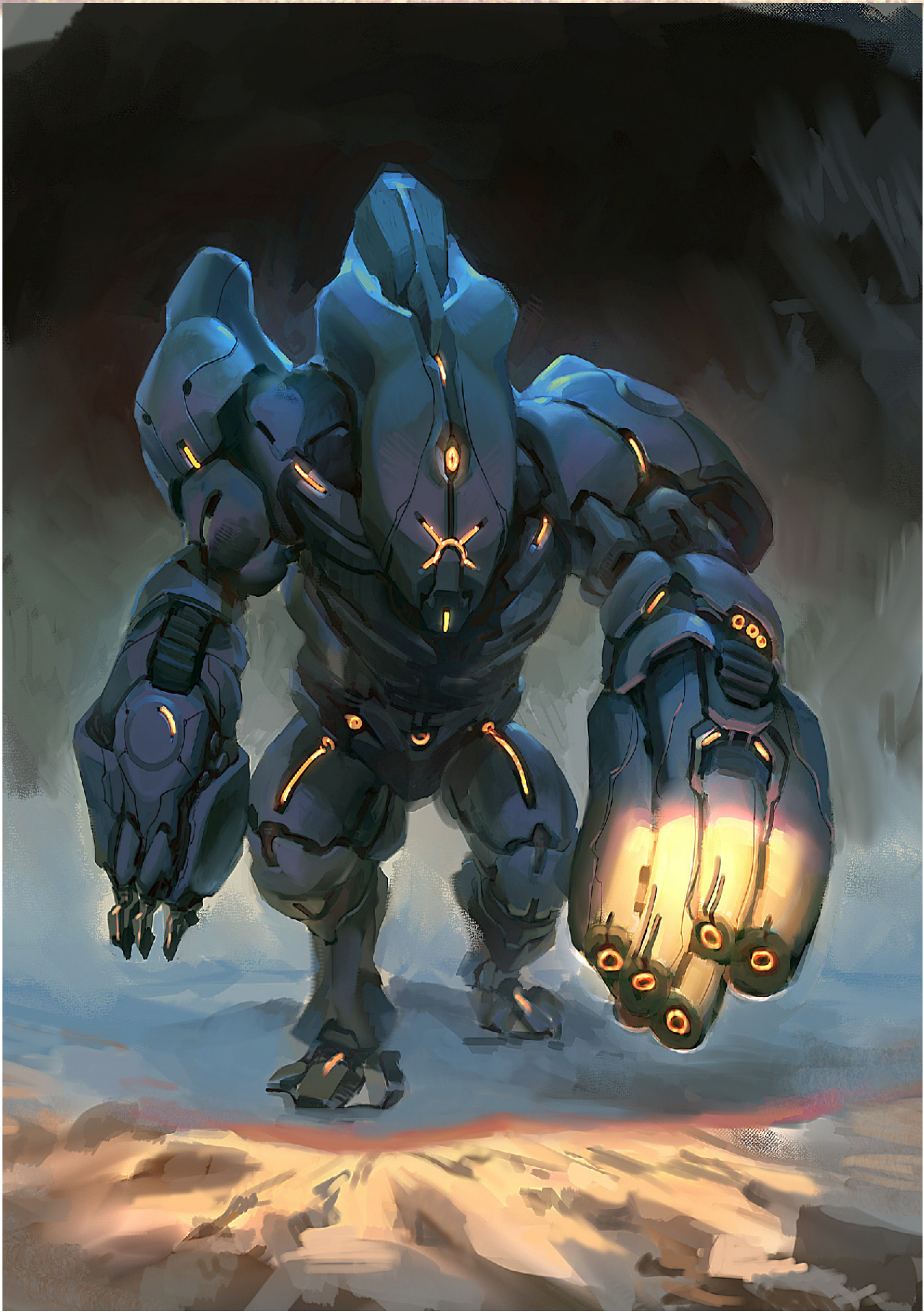
SPECIAL ABILITIES

Obligate Herbivore (EX)
The Ring Giant derives no nutrition from animal protein, and is *nauseated* for 1d6 hours after consuming it. The Ring Giant is also *sickened* for 1d3 hours after merely witnessing a humanoid or monstrous humanoid consuming flesh of any kind.

Steady Speed (EX)
A Ring Giant's speed is never reduced by armor or encumbrance.

Trader's Knowledge (EX)
Ring Giants have excellent memories and are widely travelled across the mega-structures they call home. They gain an ability that functions identically to Bardic Knowledge as well as receiving a +8 racial bonus on Profession (merchant) checks made to earn a living.

Ring Giants are between 6-8 meters tall, with females tending towards the smaller extreme. The hairy giants intricately braid their beards and wear overelaborate leather armor and breeches as a testament to their skills.



NATURE

Ring Giants are a highly intelligent race of low-tech nomads common to many artificial mega-structures across the galaxy. Ring Giants make their homes in the plains, veldts and savannahs of ringworlds and Dyson spheres. Since society on such artificial worlds is typically metal poor and lacking in fossil fuels, their culture is stuck at a roughly Bronze Age level of development. Despite this, Ring Giant culture has a long memory, and they are typically among the most knowledgeable inhabitants of their manufacturerd world. Ring Giants are known as phenomenal leatherworkers, excellent weavers, and passable winemakers, whose nomadic lifestyle and ability to carry phenomenal weights on their back make them ideal for the role. They find willing trading partners anywhere they go on the great plains.

GIANT, SAMMON
CR 16

Bloodline – Genesis
Gargantuan LN Construct (lifespawn)
XP 76,800
Init +0 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Advanced Short Range Sensors, Perception +23
Languages Binary, Celestial, Stonecutter, Tech-FG, Tech-TY

Defense
AC 26 **Touch** 6 **Flatfooted** 26 (-4 size, +20 armor)
HP 21d10 +60 hp (175 HP)
FORT +7 **REF** +7 **WILL** +9
Immune construct immunities

Offense
Spd 40 ft
Melee two +32 slams (4d6+15 bludgeoning, 20/x2 plus petrification, F-DC 20 negates)
Ranged +17 welding laser (6d6 fire, 20/x2, 50 ft range increment)
Spell-Like Abilities (CL 21st Concentration +24)
At Will – wall of iron (can duplicate other non-magical materials, R-DC 19 if applicable)
3x/day – disintegrate (F-DC 19)
1x/day – interplanetary teleportation

- work shack

1x/year – either erect mega-structure or urbana ex nihlo

-

Statistics
Str 40 **Dex** 10 **Con** – **Int** 16 **Wis** 14 **Cha** 8
Base Atk +21 **CMB** +40 **CMD** 50
Skills Craft (cybernetics, mechanical, electronic, structural) all at +30, Knowledge (technology) +30, Perception +23

Ecology
Environment native to Deep Space, often found aboard ancient mega-structures or asteroid fields
Organization solitary
Treasure double standard (in lair)

SPECIAL ABILITIES

Auto-Repair (SU)
When the Sammon Giant successfully disintegrates an opponent with its spell-like ability, it recovers 5 HP per Hit Die of the victim. These cannot take the Sammon Giant above its normal maximum HP total.

Incalculable Strength (SU)
The Sammon Giant's specially reinforced frame, combined with localized gravity manipulation allow it to lift and carry virtually incalculable weights, even loads so bulky they would normally crumble if held by a single creature the giant's size. If it could find a surface that could bear the weight, the Sammon Giant could literally carry a planet.

The Sammon Giant has no limit to its lifting and carrying limits. Its speed is never reduced by armor nor encumbrance.

Molecular Forge (SU)
A creature damaged by the Sammon Giant's slam attacks must succeed at a DC 20 FORT Save or become petrified, functioning identically to the *flesh to stone* spell, though the Sammon Giant can transmute the target to other materials of its choosing.

Molecular Phasing (SU)
The Sammon Giant's ability to alter molecule structures allows it to walk through any obstruction or barrier less than 40 ft in depth, phasing through the structure of the object harmlessly. It can carry a single 'passenger' of size Huge or smaller with it when it phases, or multiple smaller passengers proportionately. All passengers must be touching the Sammon Giant when it phases.

NATURE

Sammon Giants are truly ancient machines, responsible for the construction of many of the galaxy's wonders. They are engineers on a truly god-like scale. Working together, a relatively small handful of these skillful artisans can construct mega-structures such as Dyson Spheres and ringworlds in just a few millennia. They are products of a technology so advanced it can reconfigure molecules and construct objects on an atomic scale. The Sammon Giant to assemble any item it needs for its grand projects from virtually any raw material, or from nothing at all. It can phase through matter, and its goliath, wrecking-ball fists transform those they strike into dense, inert alloys.

Left to their own devices, Sammon Giants are reclusive. Without a mission, they wait patiently astride asteroids or aboard their last great construction. They power down to a completely inert state and can remain in deep stasis for millions of years. When one of their creations is threatened, or damaged, the Sammon Giant awakens and begins gathering raw materials.

When working on truly massive projects, a Sammon Giant might hollow out entire planets and consume every bit of spare matter to be found in a planetary asteroid belt. They will pulverize and repurpose moons and planetoids for raw materials. Sammon Giants tend to avoid directly impacting settled worlds, unless the need is critical and time sensitive. They have no wish for direct conflict with intelligent hominids, though the giants know they are more than capable of annihilating most opposition.

Sammon Giants are goliath machines more than 60 ft high, massing as much as an aircraft carrier. Hull colors vary, but are invariably monochromatic and cool, shades of black, grey, blue and royal purple most common. Their fists are larger than private automobiles and terminate in complex manipulator arrays and construction tools. Sammon Giants are as silent as the stars themselves, ignoring organic lifeforms almost completely. They are only slightly more communitive, and only via secure wifi-links, with machine lifeforms. Sammon Giants have no interest in the politics of the Lifechain, only wishing to ensure the artificial worlds they've assembled survive the ages intact and functional.

GIANT, ULTRAZON – CR 12

Huge CG, CN or CE Humanoid (giant, psionic, Testorite)
XP 19,200
Init -1 **Senses** Lowlight vision, scent, Perception -1
Languages Galactic Common

Defense
AC 17 **Touch** 9 **Flatfooted** 17 (-2 size, -1 DEX, +3 natural, +5 armor, +2 deflection)
HP 17d8 +119 hp (198 HP)
FORT +17 **REF** +4 **WILL** +4
Immune poison, non-magical disease

Offense
Spd 50 ft
Melee +19/+14/+9 pleasuring burst falchion (2d6+9 slashing plus 1d6 pleasure, 18-20/x2)
Ranged +10/+5 pulse chakram (1d10 force, 20/x2, 40 ft range increment)
Psi-Like Abilities (CL 10th Concentration +15)
3x/day – demoralize (W-DC 15)
empty mind
1x/day – energy adaptation
- sustenance (self only)
1x/week – adapt body
- tower of iron will

SPECIAL ABILITIES

Pulse Chakram (EX)
When making an attack roll with her Pulse Chakram, the Ultrazon rolls 2d20 and takes the better result, thanks to the weapon's superior on-board guidance system. This weapon has the returning property.

The Woman Within (SU)
If an Ultrazon Giant is slain, her body rapidly dissolves into a tangle of bones and meaty, pinkish froth. A nude, humanoid female slumbers within the gore and awakens in 2d6 hours. When she awakens, this creature functions as a rare female version of a ***Testorite Adventurer,*** and has only dim memories of her existence as a Ultrazon Giant. This young female Testorite fully recalls her original life and retains more of her human personality. She remembers her cause of death as an Ultrazon Giant, and instinctively retreats from her killers or from the hazard that slew her.

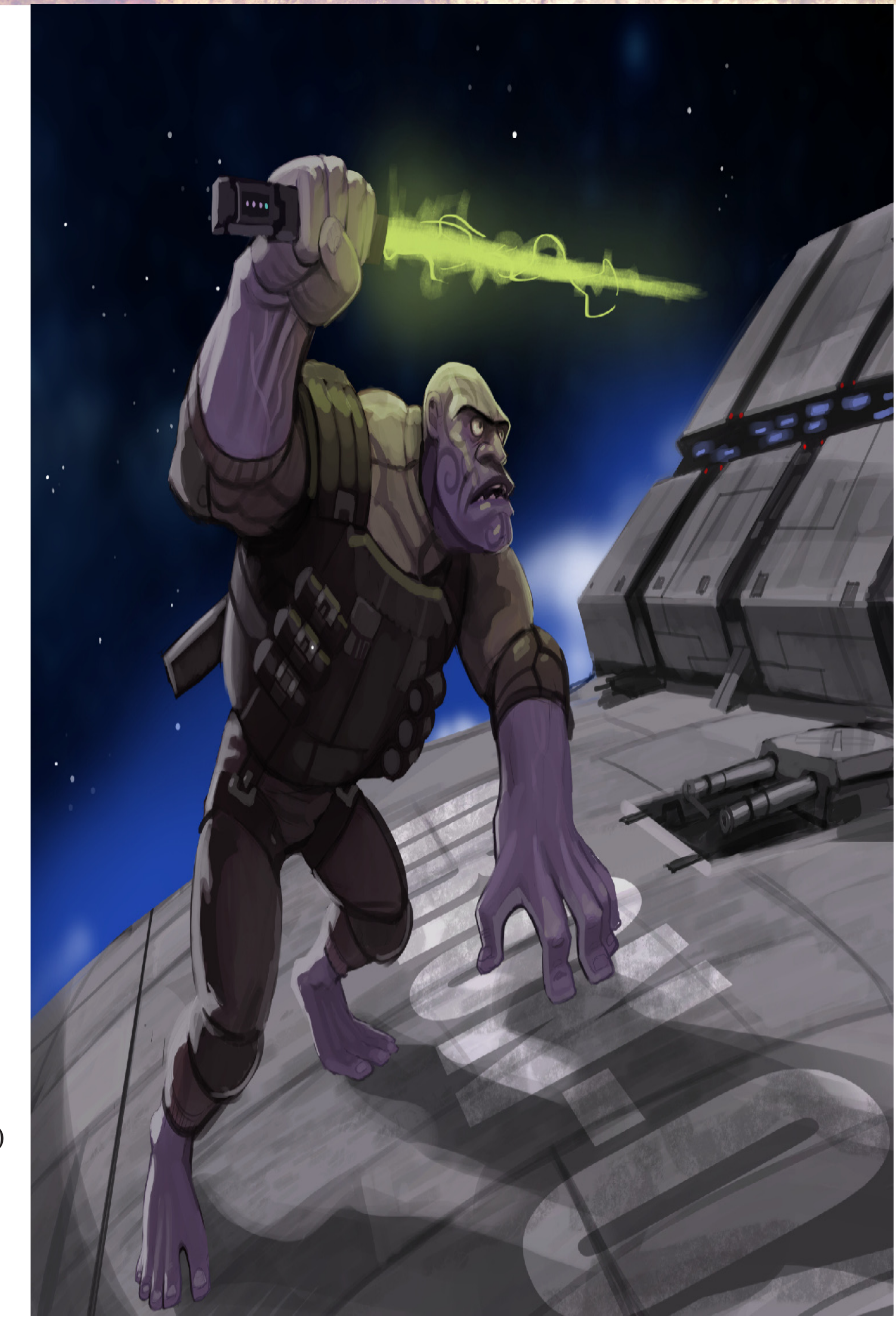
NATURE

The exclusively female Ultrazon Giants are a race of hotheaded, boisterous, combative brawlers. The species is native to the desert world of ***Ganaden***, as well as the poisonous jungle of ***Tarnus*** – the two worlds, the only worlds in the galaxy that cradle the Testorite race. Like Testorites, Ultrazons were once human consciousnesses, translated into the distant future and given a new, perfect body. Unlike their male counterparts, Ultrazons have only the dimmest memories of their prior existences, and live an instinct-driven existence as wandering warrior-queens. They are creatures of pure, unbridled curiosity and desire.
Ultrazon giants are sexually aggressive and pan-sexual in the truest, most intergalactic sense of the term. They travel the galaxy, driven onward by passing whims, a trail of former lovers and legendary battles in their wake.

Statistics
Str 32 **Dex** 8 **Con** 24 **Int** 13 **Wis** 9 **Cha** 21
Base Atk +12 **CMB** +21 (+23 sunder) **CMD** 30
Feats Catch Off Guard, Cleave, Critical Focus, Improved Sunder, Great Cleave, Greater Sunder, Power Attack, Sickening Critical, Throw Anything
Skills Intimidate +25, Perform (dance, sexual) both at +17, Survival +19
Gear *+2 pleasuring burst falchion,* mwk. pulse chakram, mwk. hide armor, *ring of protection +2,* canteen and survival gear, smartphone/communicator

Ecology
Environment any
Organization usually solitary
Treasure standard (including gear)

Ultrazons are massive women who stand more than 20 ft tall, with gleaming skin and hair like living gold. The species is prodigiously tough, able to stand toe-to-toe with most combat mecha, and wields the baroque polearms they favor with aplomb. Ultrazons can earn good money as mercenaries, but tend to be too impulsive and undisciplined for long-term jobs, nor for truly elite work.



GIANT, ZAMAXX – CR 18

Huge LE Humanoid (giant)
XP 153,600
Init -2 **Senses** Darkvision 90 ft, lowlight vision, Perception +19
Languages Aklo, Stonecutter, Tech-TY

Defense
AC 29 **Touch** 11 **Flatfooted** 29 (-4 size, -2 DEX, +10 natural, +10 equipment, +5 shield)
HP 28d8 +224 hp (350 HP)
Damage Reduction 15/epic
FORT +16 **REF** +7 **WILL** +11
(+7 vs enchantment)
Immune radiation, vacuum
Resist Cold 15, Electricity 20, Fire 20, Force 20
Vulnerable Sonic, Pleasure

Offense
Spd 50 ft Swim 50 ft (in zero gravity only)
Melee +32/+27/+22/+17 quantum sword (2d10+12 untyped damage, 20/x3) OR
+29 shield bash (3d6+12 bludgeoning, 20/x2)
Ranged +18 gyroc pistol (2d10 ballistic, 20/x3, 50 ft range increment, single shot)
Special Qualities No Breath

Statistics
Str 34 **Dex** 7 **Con** 24 **Int** 11 **Wis** 15 **Cha** 10
Base Atk +21 **CMB** +37 (+39 bull rush)
CMD 45 (49 vis disarm)
Feats Bull Rush Strike, Cleave, Dazzling Display, Deadly Aim, Enforcer, Great Cleave, Greater Penetrating Strike, Improved Bull Rush, Improved Shield Bash, Intimidating Prowess, Penetrating Strike, Power Attack, Shield Slam, Toughness, Weapon Focus (quantum sword), Zero G Training
Skills Intimidate +43, Perception +19, Profession (soldier) +19, Swim +40
Gear +2 *huge* quantum sword, +2 *huge* gyroc pistol of infinite ammunition, +2 tactical shield, mwk. forced entry unit with integrated palmtop computer/comm-link

Ecology
Environment any
Organization solitary, pair or larger military groups, often accompanying high ranking Quinuiq nobles as living weapons platforms
Treasure standard (including gear)

SPECIAL ABILITIES

Anti-Mech Warfare (EX)
The Zammax Giant gains a +1 morale bonus on attack and damage rolls against opponents with either the Battlechanger, Cyborg or Mecha subtypes, due to special training against these hated foes.

Grav Swimmer (EX)
Zammax Giants cannot fly, but they are specially trained to move nimbly in zero gravity with movements similar to competitive swimming techniques. Zammax Giants may make Swim checks to maneuver in Zero Gravity environments at no penalty.

Gyroc Pistol (EX)
When making a single shot as a full round action, the Zammax Giant negates the bonus to provided to the target's Armor Class by having *cover* and reduces the bonus for *improved cover* by half, thanks to gyroc pistol's guidance system.

Magnetic Grip (EX)
Zammax Giants generate a low level magnetic current through the palms of their hands and soles of their feet that function identically to mag-boots. Zammax gain a +4 racial bonus on CMD against disarm attempts when wielding mostly metallic weapons.

Micronization (SU)
As a full-round action, the Zammax Giant can physically reduce their size and alter their distinctive facial features and skin coloration to better blend in with baseline humans. The Zammax Giant becomes Size Large and they may alter their skin color and facial features as if using *alter self*. When using this ability, they always assume the form of a single specific humanoid of the same gender. Aside from size, no other changes are made: the Zammax retain their inhuman strength even in miniaturized form.

This transformation does not affect the Zammax Giant's gear. Returning to Size Huge is a move-equivalent action.

Weak-Willed (EX)
Zammax Giants are especially vulnerable to the beautiful manipulation tactics that are a bard's forte. Zammax Giants suffer a -4 racial penalty on WILL Saving throws against enchantment effects, and the creature is Vulnerable to both Sonic and Pleasure weapons.

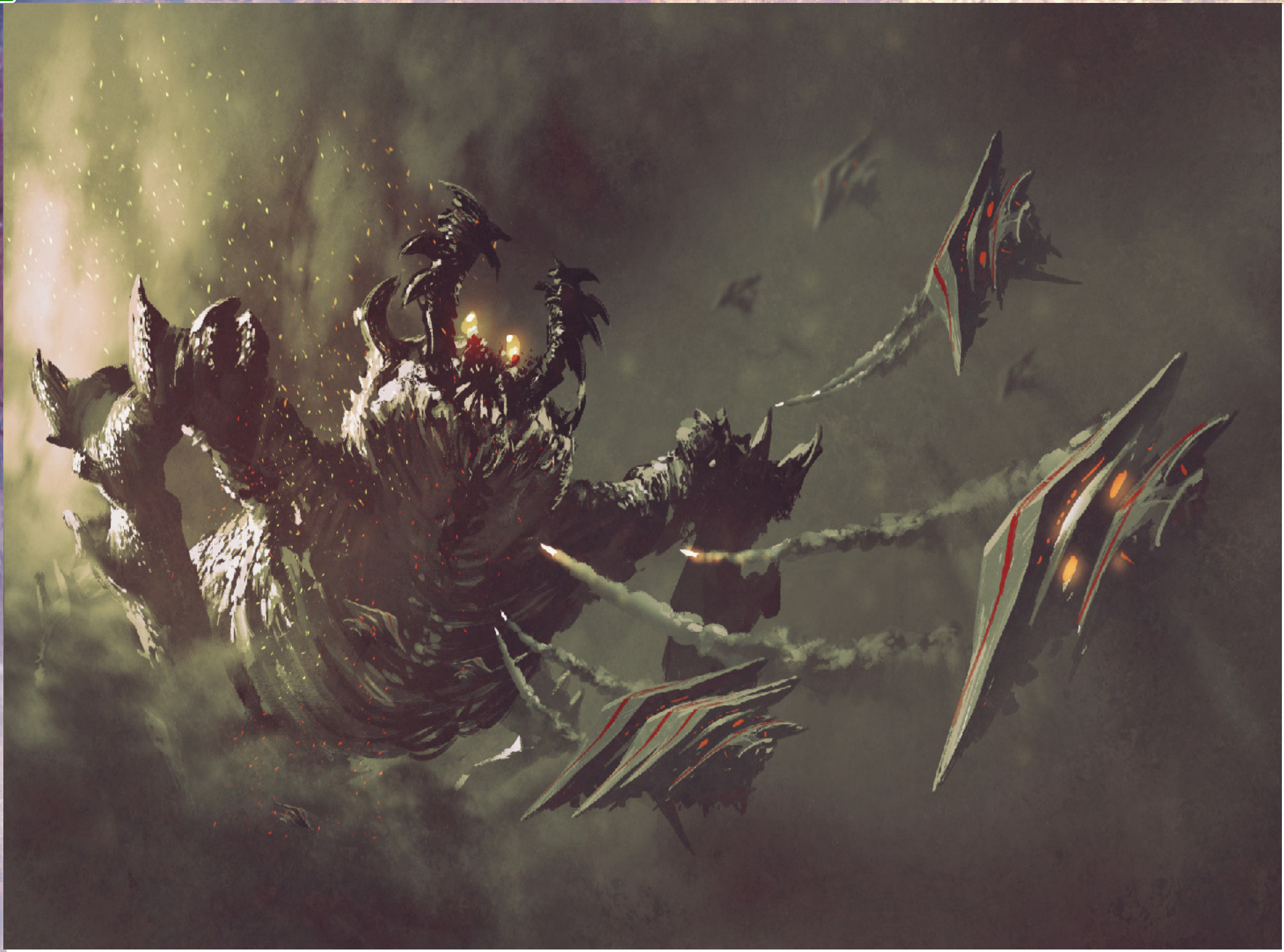
NATURE

Zammax Giants are cloned shock troops specially bred by the ***Quinuiq Great Garden*** for use as anti-mecha and anti-ship experts. A dozen Zammax Giants can be force-grown for the cost of a single fusion-powered mecha, making the Zammax race an especially fine bargain for their cost-conscious Quinuiq slave-masters. Zammax are designed to survive in deep-space, and are equipped with firepower comparable to a standard-issue assault tank. They are the ultimate terror troops: even an enemy force equipped with combat mecha might freeze in panic when a reinforced platoon of Zammax come charging through hard vacuum. The Quinuig use Zammax Giant squads against powerful Battlechangers slated for annihilation, to seize target vessels, to protect their warships from space pirates, and as a biological counter to enemy mecha.

Zammax are prodigiously strong, and superbly equipped. They are more than capable of taking the arm off a Battlechanger or war-mecha at the shoulder joint with one swing of their quantum swords, or kicking through tank armor. Zammax are well drilled, superbly disciplined infantry: their combat and tactical training begins while the giants are still *in utero* in an artificial womb. Zammax Giants fight as a tight knit, precise unit that effectively uses cover, flanking, overlapping areas of responsibly and bounding overwatch as they advance. The giants are inexorable and mindlessly dedicated to the Quinuig Great Garden, knowing no other way to exist. They often fight to the death when the odds are hopeless.

However, the virtual training Zammax Giants endure makes the species extremely unimaginative, and often predictable in battle. There is a secret longing for peace and beauty in the Zammax soul that the Quinuiq haven't been able to beat out. While this makes Zammax especially vulnerable to mental tampering, musical and Pleasure-based weapons on a tactical level, it also allows the rare Zammax convinced to defect a hope on which to build a new, post-war existence.

Zammax Giants are hyper-muscular bipeds that stand more than 20 meters tall. Their skeletal structure is structurally similar to carbon nanotubes, which supports their massive bulk. An adult Zammax male weighs nearly as much as a light navy cruiser. Zammax Giants have rich, violet hides with a rugged, brick-like texture. There is no appreciable difference between genders, both serve in frontline combat and the numbers of each sex are kept consistent by selective breeding. Zammax of both genders completely shave their heads and remove all body hair. Zammax officers tattoo their faces with intimidating, colorful designs similar to a Quinuiq "war mask". Zammax body armor offers no vacuum protection, as the giants do not require it, and expose the hands and feet for a better grip on starship hulls.



GIGASTAR ROGUE – CR 25

Colossal NE Vermin (kaiju, great old one)
XP 1,640,000
Init +10 **Senses** Blindsense 100 miles, Darkvision 100 miles, lowlight vision, sensors equal to advanced long range sensors, Perception +18
Aura Unspeakable Aura (1 mile, W-DC 30 or be overcome by lust)

Defense
AC 44 **Touch** 12 **Flatfooted** 44 (-8 size, +32 natural, +10 insight)
HP 40d8 +1,200 hp (1,420 HP)
Regeneration 50 (force)
Damage Reduction 15/mythic
FORT +43 **REF** +14 **WILL** +18
Immune ability damage/drain, aging, death effects, energy drain, mind-affecting effects, paralysis, poison, petrification, Cold, Pleasure
Resistance Acid 30, Electricity 30, Fire 30, Negative Energy 30, Sonic 30
Vulnerability Force

Offense
Spd Flight 500 ft (perfect), Space Flight 5,000 ft (perfect) or 8 hexes if using SFRPG starship combat rules, Hyperdrive Rating 1
Melee two +42 feeders (10d10+20 slashing, 18-20/x3 plus 4d10 negative energy plus grab)
Ranged four +28 anti-matter lances (1d4 x 100 energy*, 20/x2, 1 mile range increment)
Special Attacks Constrict (10d10+20 slashing and 4d10 negative energy), Grab (gargantuan), Planet Killer
Special Qualities Massive, Immortality, Recovery, Star Flight, Mythic Surge (+1d12; 10x/day)

Statistics
Str 40 **Dex** 11 **Con** 51 **Int** – **Wis** 19 **Cha** 11
Base Atk +30 **CMB** +58 **CMD** 68 (immune to most combat maneuvers due to sheer size and bulk)

Ecology

Environment deep space or extraplanar (Hyperspace)
Organization solitary or accompanied by an ***Eradiaca*** swarm
Treasure double standard (within the bowels of the Gigastar Rogue's starship section)

SPECIAL ABILITIES

Anti-Matter Lances (EX)
The Gigastar Rogue's anti-matter lances inflict damage that is of no particular energy type. Creatures and starships destroyed by this energy are completely disintegrated, along with all gear or cargo.

Anti-Life Womb (EX)
The Gigastar Rogue is a hermaphadite monstrosity that can give birth to dozens of ***Eradica.*** As a full round action, the Gigastar Rogue can give birth to a swarm of 2d4+2 (4-10) Eradica. These creatures serve the Gigastar Rogue loyally until slain, typically by devouring anything in their path other than their 'parent' creature; the Gigastar cannot birth more than 50 Eradica in any given 24 hour period.

Feeders (SU)
The Gigastar Rogue's feeding array and cruel mandibles are as much matter as energy. The creature's Feeders overcome all forms of Damage Reduction and are considered *ghost touch* weapons as well.

Insanity (EX)
Any creature that attempts to interact directly with the Gigastar Rogue's thoughts (such as via *detect thoughts* or *telepathy*) must succeed at a DC 30 WILL Save or be driven permanently insane. Creatures that make a successful Computer Use check to read detailed sensor data on a Gigastar Rogue also risk insanity. This duplicates either the effect of the *insanity* spell, or the insanity rules in the Pathfinder Roleplaying Game *Gamemastery Guide*, in which case the Save DC is also the ongoing insanity DC. This is a mind-affecting effect.

Any creature that succumbs to this insanity, in addition to other effects, are treated as both as a Mantid and a member of their original species for effects dependent on race. The creature grows antenna, over the next few days, that grant them the *scent* special quality. In addition, the creature gains a +8 insight bonus on Knowledge (history) checks made concerning the extinct Brightstar Order and the pre-history of the Mantid species.

Last Creation of the Brightstar (EX)
Though mindless, Gigastar Rogues are genetically encoded with ancient oaths of obedience to the *Brightstar Order.* A Gigastar Rogue cannot make an individual attack against any Mantid, nor any creature wearing or carrying any magic item with Brightstar in the name. The game master may also extend this protection against non-Mantid characters, especially insectoid Anthros who have chosen traits or feats with Brightstar in the name.

The Gigastar Rogue may use its Planet Killer attack normally even against protected characters, but cannot launch lesser attacks. Protected characters are not affected by either the Gigastar Rogue's unspeakable aura, nor its insanity.

Mythic (EX)
The Gigastar Rogue is treated as a 10 Tier Mythic creature for determining how Mythic powers and abilities affect it. The Gigastar Rogue can use a Mythic Surge (+1d12) up to 10 times per day.

Planet Killer (SU)
By expending five (5) Mythic Surges simultaneously, the Gigastar Rogue can unleash a lethal particle storm capable of vaporizing the atmosphere of a living world or cracking a moon to powder. All creatures in a conical area over 1,000 miles long (sufficient to simultaneously destroy an entire hemisphere!) must succeed at a DC 60 REF Save or be instantly destroyed. Planets and large immobile stations receive no save and are either completely destroyed or crippled and permanently scarred, with life on the planetary surface threatened with extinction within days or hours from the vast damage.

Creatures in this area of effect who successfully save are reduced to -1 HP and begin dying. Starships within this area that successfully save have all shields destroyed, HP reduced to 1, if greater, and all systems are considered glitching if not already in worse condition.

The Planet Killer is a slow weapon that builds up for several seconds before discharging. The Planet Killer launches at Initiative Count 0 on the round it is unleashed, not on the Gigastar Rogue's normal Initiative. If the Gigastar Rogue is destroyed or forced to flee before Initiative Count 0, the Planet Killer does not fire.

Unspeakable Aura (SU)
The Gigastar Rogue's mere presence inflicts horrible mental anguish and torment upon all creatures within one mile who can clearly see the Great Old One, A creature affected by the Gigastar Rogue's insanity immediately breaks off combat and becomes overcome with a mad compulsion to breed in the face of extinction. Affected creatures fall into mad, hopeless orgies.

A successful DC 30 WILL Save negates this effect. A creature who saves cannot be affected by the Gigastar Rogue's unspeakable presence for 24 hours; this is a mind-affecting effect.

NATURE

The Gigastar were the last creations of the ***Brightstar Order,*** intended as cosmic weapons of last resort. Their creation marked the end of the Brightstar Order, as warring factions within the Order set upon one another in horror and disgust that their rivals would ever imagine, much less construct, such horrific weapons. The Gigastars were never deployed; the Brightstar Order destroyed itself in civil war.

Their most horrible creations survived, inert within asteroid cocoons, lost to time. Occasionally, a Gigastar Rogue emerges from one of these ancient tombs, and begins an undirected rampage across the cosmos. A single Gigastar Rogue is a threat for an entire spiral arm of the galaxy; their awakening commands the attention of even the star gods themselves, and sparks intergalactic war as various powers attempt to either control or destroy the awakened Gigastar Rogue. Gigastar Rogues exist only to feed. They break up living worlds with massive particle beams and then spend weeks delicately nibbling the blasted, extinction-riven remnants. Gigastar Rogues give birth to vast hordes of ***Eradica*** that assist them in their feeding frenzy.

A Gigastar Rogue is a colossal, bio-mechanical insect larger than Manhattan Island, massing more than a small moon. The creature's wingspan stretches nearly one light second. The Gigastar Rogue resembles an enormous insectoid. Its dorsal surfaces are mottled grey and black; endlessly long wings protrude from its thorax. The creature glows with intense radiance as it feeds, glowing brighter with every kill. The Gigastar Rogue's ventral surface is a riot of color: bloody reds, the blue of a storm-tossed sky, greens, greys and gold. Its limbs and mandibles become an intricate maze of neon color, bright enough to be seen from the surface of a threatened planet as the goliath Gigastar Rogue feeds.

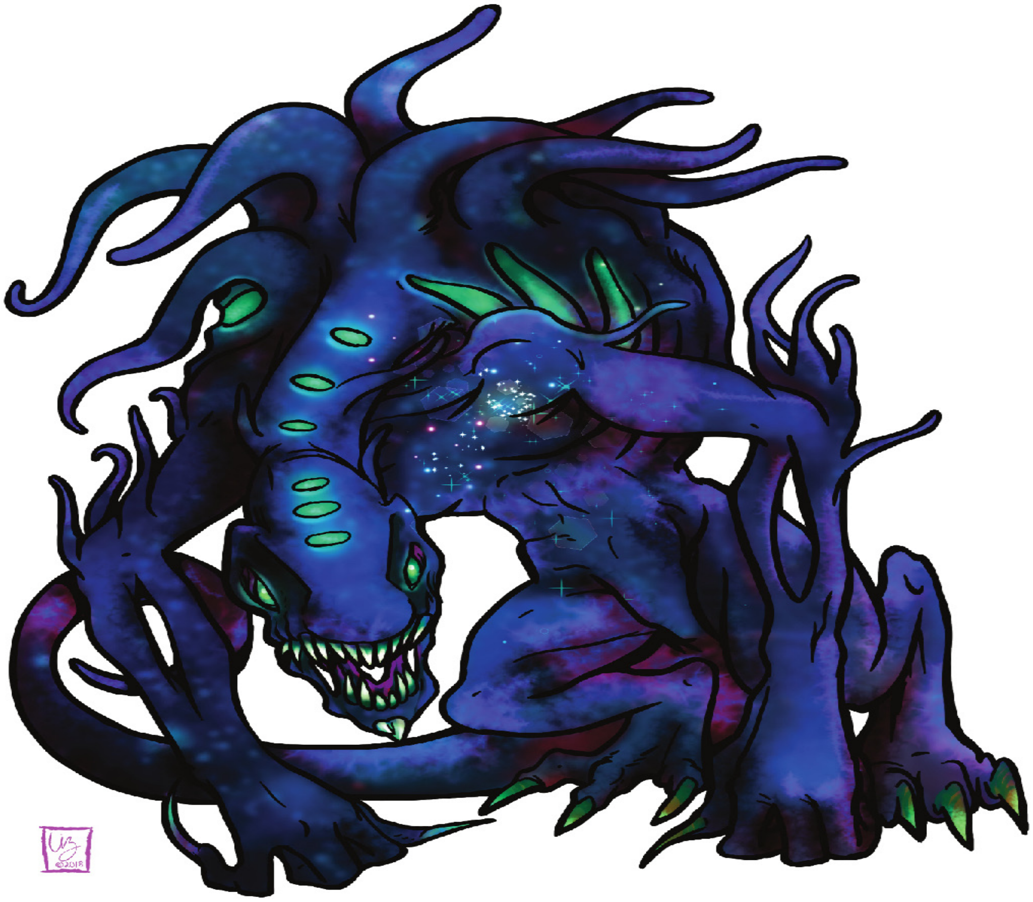
GLITCH LIZARD – CR 7

Medium N Outsider (extraplanar)
XP 3,200
Init +6 **Senses** Darkvision 90 ft, lowlight vision, Perception +7

Defense
AC 19 **Touch** 17 **Flatfooted** 12 (+6 DEX, +1 dodge, +2 natural)
HP 9d10 +18 hp (67 HP)
FORT +5 **REF** +12 **WILL** +9

Offense
Spd 50 ft, Climb 50 ft
Melee +15 bite (1d6+1 slashing plus 1d10 years age alteration,, F-DC 16 negates, 19-20/x2)
Psi-Like Abilities (ML 9th Concentration +12)
Constant – detect teleportation*
At Will – dimension slide (always as a move action)
3x/day – fold space (always as a move action)

Statistics
Str 13 **Dex** 23 **Con** 14 **Int** 2 **Wis** 17 **Cha** 9
Base Atk +9 **CMB** +16 **CMD** 26 (30 vs trip)



Feats Agile Maneuvers, Combat Reflexes, Dodge, Lunge, Weapon Finesse
Skills Acrobatics +17, Climb +10, Perception +7, Stealth +11 (racial modifiers: +4 Climb, +4 Stealth)

Ecology
Environment any (native to Hyperspace)
Organization almost always solitary
Treasure incidental

SPECIAL ABILITIES

Augmented Time Sense (Ps)
The Glitch Lizard's *detect teleportation* is expanded, giving it a greater psychic awareness of space-time than is the norm. In addition to powers from the teleportation school, the Glitch Lizard is aware of psionic powers and effects that manipulate the flow of time, such as *delayed response*, *time hop*, regardless of their school as well as magical effects such as *haste* or slow.

Cross-Temporal Regeneration (SU)
Any time the Glitch Lizard manifests either its dimension slide or fold space ability, it immediately recovers 1d8 HP. This healing cannot take the Glitch Lizard above its normal maximum HP total.

Temporal Bite (EX)
Any creature damaged by the Glitch Lizard's bite attack must succeed at a DC 16 FORT Save or have their age changed by 1d10 years, immediately undergoing the physical changes associated with changing age. On a critical hit, the Glitch Lizard's bite changes the victim's age by 2d10 years instead. The amount of damage inflicted by the bite determines whether the Glitch Lizard ages the victim or reduces the victim's age. If the damage total is odd, the victim's age is reduced; if the damage total is even, the victim's age increases.

A creature aged past their maximum age immediately dies, and rapidly putrefies. Conversely, a creature whose age is reduced to 0 years or less is slain, as they devolve into a fetus before winking out of existence.

Time Feeder (EX)
The Glitch Lizard receives a +2 bonus on attack and damage rolls against any creature that has manifested powers from the teleportation school or has had its personal timeline manipulated within the previous minute. Any creature travelling in Hyperspace or by similar methods has 'had its personal timeline manipulated' for the purposes of this power.

NATURE

Glitch Lizards are feared by spacers far in excess of their size. Judged purely on their physical abilities, these sleek, dog-sized xeno-reptiles are no match for an armed man. However, their dimensional mobility, teleportational gifts and a bite that accelerates or reverses a creature's personal timeline, seemingly at random make Glitch Lizards truly dangerous. Glitch Lizards are skittish and cowardly, preferring hit and run tactics and ambushes on those who stray from the safety of the crowd or the pack. In battle, they use their teleportational gifts to great effect, constantly moving, shifting positions randomly to both regenerate and confuse their prey.

Glitch Lizards weigh around eighty pounds, and have a greyhound-thin physique. Their smooth scales are oceanic blue, fringed with countless, fleshy tendrils and tentacles. Bioluminescent patches along the creature's spine and flanks glow like the Northern Lights. The creatures are completely silent when stalking, but as soon as one begins the assault, they begin yipping and shrieking to further confuse their prey. Glitch Lizards are adaptable enough to survive almost anywhere, but they prefer to lair near dimensional anamolies, teleport receiving stations, warp gates, planar portals – where the hunting is good and easy.

GORGER – CR 9

Bloodline – probably Nemesis
Huge NE Magical Beast (Lifespawn)
XP 6,400
Init +0 **Senses** Darkvision 90 ft, lowlight vision, scent, Lifesense 1 mile, Perception +18

Defense
AC 21 **Touch** 8 **Flatfooted** 21 (-2 size, +14 natural)
HP 12d10 + 84 hp (150 HP)
Regeneration 1 (fire, Lifespawn natural attacks)
FORT +16 **REF** +10 **WILL** +7
Immune disease, poison, radiation, suffocation, vacuum
Weaknesses Lifecount 2

Offense
Spd 50 ft
Melee two +16 stomps (1d12+6 bludgeoning, 20/x2) and +16 gore (2d6+6 piercing, 20/x4 plus Bleed 1)
Special Attacks Brackish Spittle Breath Weapon (20 ft cone, 4d6 acid, REF DC 22 half plus tanglefoot effect, usable every 2d4 rounds)
Special Qualities Ferocity, No Breath

Statistics
Str 26 **Dex** 11 **Con** 22 **Int** 2 **Wis** 15 **Cha** 5
Base Atk +12 **CMB** +22 **CMD** 32 (36 vs trip, bullrush)

Feats Cleave, Great Fortitude, Lightning Reflexes, Power Attack, Run, Toughness
Skills Perception +18

Ecology
Environment warm deserts
Organization usually solitary, or mated pair with 1d4 young, often accomapanied by several wild hogs or javelina
Treasure none

SPECIAL ABILITIES

Brackish Spittle (EX)
The Gorger can vomit up a cone of thick, tar-like blackish syrup, mixed with digestive juices. In addition to the acid damage, creatures in the cone must succeed at a second REF Save at the same DC as if attacked by a tanglefoot bag. Creatures who fail both their saves against this breath weapon are *blinded* for 1d6 rounds by the black ichor.

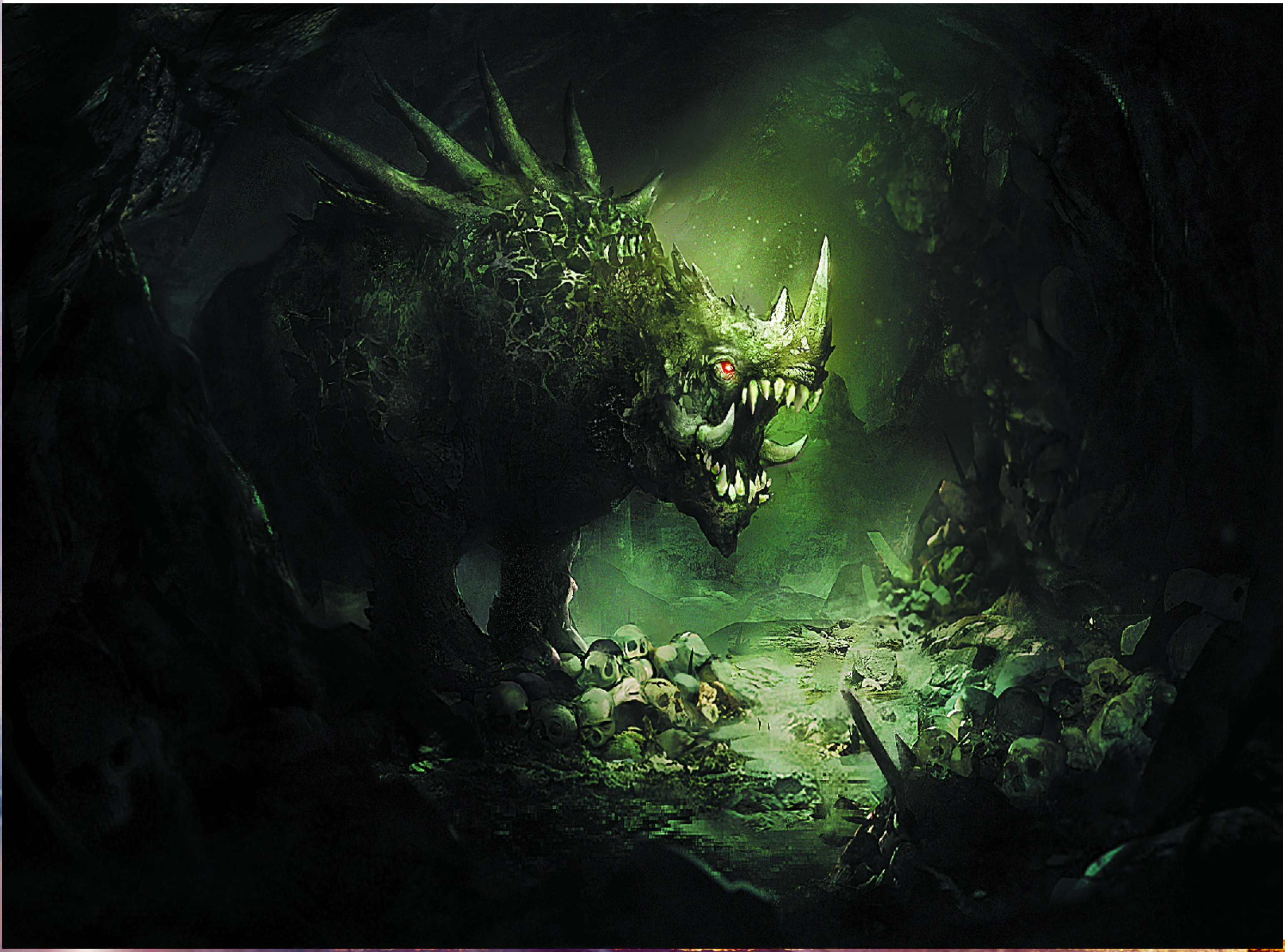
Ferocity (EX)
A Gorger is such a mindless, fearless combatant, it continues to fight without penalty when disabled or dying. It can continue to operate at full strength until it reaches -10 HP.

When reduced to 0 HP or fewer, the Gorger receives a +4 morale bonus to attack and damage rolls. This, combined with its innate regeneration, makes the Gorger a fearless and tenacious fighter.

NATURE

Gorgers are an invasive Lifespawn mutation of an existing Earth species: in this case, the feral hogs common across the Southern United States. When Lifechained DNA entered the bio-sphere, the fittest and most dangerous hogs developed even greater strength and lethal defenses. Gorgers are walls of gristle, rage and horn bigger than most small businesses.

The Gorgers are a relatively new species, but they're already an ecological nightmare. Gorgers are aggressive, territorial omnivores that feed on smaller hogs, deer, cattle, pets and garbage. The posions used to keep ordinary wild hog populations under control have no real effet on goliath alien hogs, and as a result Gorgers are outbreeding and



out-living the ordinary wild hog population. The species usually avoids well-armed humans, and fears heavy ground vehicles and busy highways, but occasionally slaughters lone hunters or unprepared children.

Earth's "Untained" Lifer communities, which make their homes in the Southern wilderness, are closer to the Gorgers' range than any other populace, and they fear and loathe the star-spawned mutant hogs. Lifers attribute supernatural malice to Gorgers, and rumors are flying about Choicer nanotech found in the brains of slain Gorgers.

GORMITE – CR 2

Small LN Aberration
XP 600
Init +1 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +9
Languages Celestial, Galactic Common, *truespeech*

Defense
AC 14 **Touch** 12 **Flatfooted** (+1 size, +1 DEX, +2 natural)
HP 3d8 +3 hp (17 HP)
FORT +2 **REF** +2 **WILL** +6
Resist Cold 5, Fire 5
Immune poison, disease, radiation

Offense
Spd 20 ft
Melee +4 bite (1d6 piercing, 20/x2 plus swallow whole)
Special Attacks Swallow Whole (1d6 acid, AC 11, 2 hp)

Statistics
Str 11 **Dex** 13 **Con** 12 **Int** 13 **Wis** 16 **Cha** 9
Base Atk +2 **CMB** +1 **CMD** 12
Feats Iron Will, Weapon Focus (bite)
Skills Computer Use +2, Knowledge (physical sciences) +10, Stealth +6 (+10 in darkness), Perception +9

Ecology
Environment prefers warm and temperate forests
Organization usually solitary
Treasure standard (Fuelon deposit scat, mostly)

SPECIAL ABILITIES

Fuelon Scat (EX)
As a byproduct of their fourth-dimensional digestion, Gormites poop out valuable deposits of Fuelon, producing 1d4 lesser Fuelon crystals each time they digest a Medium or Larger creature. Canny owners sell off this radioactive scat, because it's the only way to offset the enormous food costs that a Gormite's ravenous appetite demands.

Tesseract Gullet (SU)
The Gormite's digestive system extends through a discrete tangle of space-time. The Gormite can swallow a creature up to Size Large whole with its bite attack. The Gormite can have only one creature swallowed in this manner at any given time, and the Gormite is sluggish while it digests a creature larger than it could physically swallow. During this period, the Gormite's land speed is reduced to 10 ft, and the creature can only take either a move or standard action each round.

In addition to the usual method of cutting oneself free of the Gormite's guts, an intelligent creature trapped within can attempt a DC 18 Knowledge (physical sciences) check as a purely mental action to free themselves. If this check is successful, the creature logics a way out of the fold in space, appearing adjacent to the Gormite.

NATURE

Though individual Gormites seem like little more than lazy housepets, the race is surprisingly old and much more advanced than it lets on. Gormites have an instinctive mastery of hyperspace equations and advanced physics, which is probably no surprise, given they have a four-dimensional tesseract as a vital component of their digestive systems. Understanding their own process of feeding opened up the universe to the Gormites.

Not that they did much with the knowledge. Individual Gormites keep to themselves, dutifully keeping up their disguise as non-sapient animals. Occasionally, while their 'owners' aren't around, a Gormite might hijack a comms terminal to communicate with its fellows. Usually, the conversation is a weird mix of standard-issue gossip and theoretical physics, but occasionally, the Gormites discuss weightier matters. The race considers itself guardians of the time-stream, and concerns itself with time anomalies and the truly few threats – including powerful Lifespawn and pan-universal beings like the ***Great Watchmakers*** – that imperil the structure of reality. Gormites work indirectly, and are cowardly and manipulative that even other great manipulators like the ***Quadi*** and ***Shelterers*** have no idea of their capabilities. Gormites only ever 'act' through coincidences affecting their 'owners' – little accidents caused by a pet that's a lot smarter than it looks.

Gormites look like odd little alien canines, massing about 20 lbs. They have glossy black fur that seems to turn into smoke, mist and intangible ink in darkness. They have bulging, over-large luminous eyes. Tiny floating lights, like will o' wisps float around their heads and jaws at all time – owners quickly learn that the color and intensity of these glowing motes represent different emotions.

GRAVEL MAW – CR 8

Large N Outsider (earth, elemental, native)
XP 4,800
Init -1 **Senses** Tremorsense 90 ft, Perception +10

Defense
AC 18 **Touch** 8 **Flatfooted** 18 **(**-1 size, -1 DEX, +10 natural**)**
HP 10d10 +50 hp (105 HP)
FORT +13 **REF** +2 **WILL** +7
Damage Reduction 10/magic
Immunities elemental traits, Electricity, Force, Fire
Vulnerable Sonic

Offense
Spd 20 ft **Burrow** 20 ft
Melee two +17 slams (2d6+8 bludgeoning, 18-20/x2) plus +17 bite (4d6+8 piercing, 20/x4)
Special Qualities Freeze (in volcanic terrain only)

Statistics
Str 26 **Dex** 8 **Con** 18 **Int** 5 **Wis** 10 **Cha** 10
Base Atk +10 **CMB** +19 (+21 sunder) **CMD** 28 (see text)
Feats Cleave, Great Cleave, Great Fortitude, Greater Sunder, Improved Sunder, Power Attack, Toughness
Skills Climb +18, Perception +10, Survival +10

Ecology
Environment any underground
Organization solitary
Treasure triple standard (all gems harvested from their carcass)

SPECIAL ABILITIES

Earth Root (SU)
The Gravel Maw can merge its body mass with that of nearby stone. When in any area of unworked stone, the Gravel Maw becomes immune to trip, bull rush and overrun attempts.

Fuelon Feeder (EX)
The Gravel Maw can consume Fuelon deposits and is considered to have a Fuelon Reserve of 3 points. The Gravel Maw can expend a point of Fuelon to achieve a variety of effects, described fully in this sourcebook's appendix.

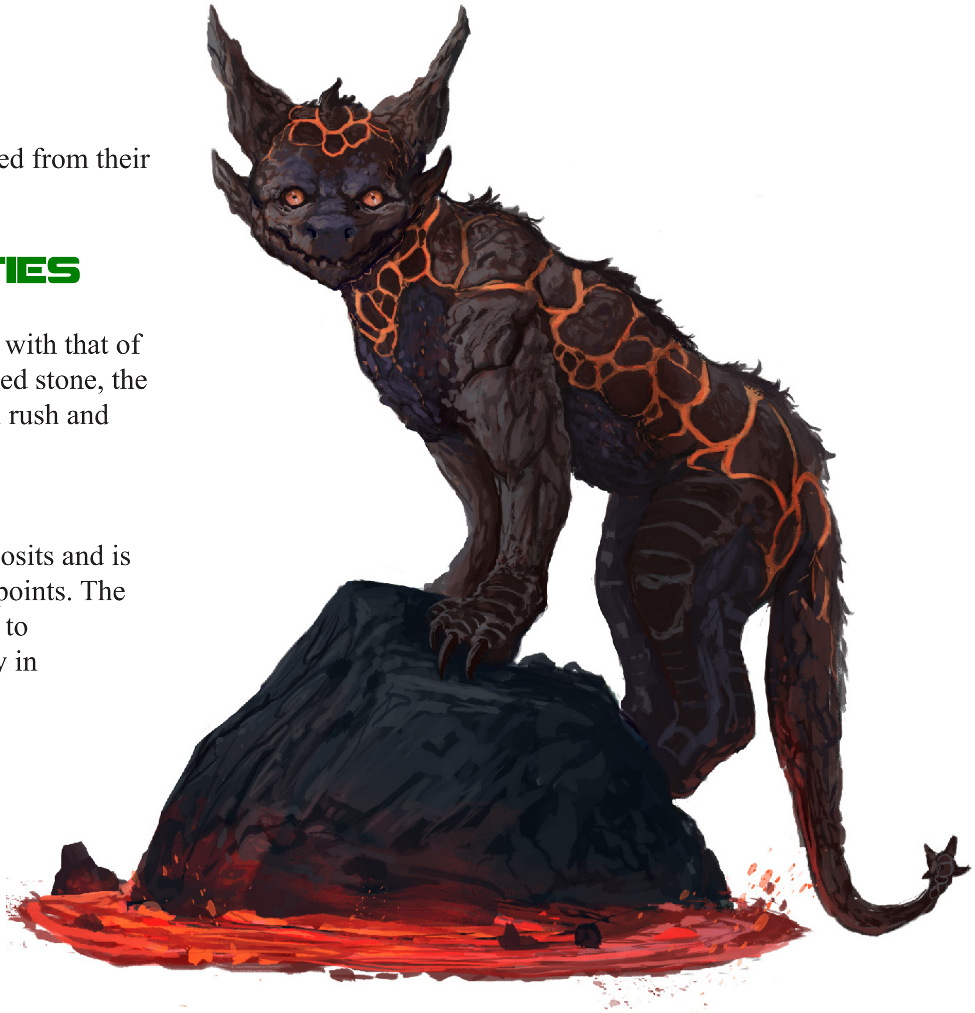
Laser Reflection (SU)
The silica deposits and gemstones embedded in the Gravel Maw's hide allow it to reflect energy weapons right back at the attacker. Any Electricity or Force effects targeting the Gravel Maw (but not area effect attacks) are reflected back at the caster, functioning much like effects such as *spell turning*.

Slow and Steady Speed (EX)
The Gravel Maw's speed is never reduced by encumbrance.

NATURE

The Gravel Maw is a silicon-based intelligence found on several planets, often in proximity to valuable, high-energy Fuelon deposits. Though at least as intelligent as a great ape, and certainly capable of complex problem solving, the Gravel Maw's intelligence is so alien it finds communication with most sentients virtually impossible. Gravel Maws make their homes in deep subterranean vaults, and are only pushed into contact with other creatures when mining or exploration threatens their territory.

Gravel Maws have no fear of humanoids nor machines and their territorial instincts drive them to fiercely protect their geode-like eggs and hunting grounds. Gravel Maws devour humanoids they slay, rendering them down to trace minerals in their furnace-like gullet. The derive most of their nutrition from the iron in human blood and the calcium and trace minerals in the bones; most of the soft tissue is simply excreted as waste, making humanoids



a relatively inefficient food supply for the Gravel Maw. Silicon based life is much more nutritious to the Gravel Maw, so ***Battlechangers*** and other mineral-based sentients have learned to fear these predators.

Gravel Maw are horse-sized quadrupeds whose bodies resemble the magma flows they make their home. They sparkle in the light because of inclusions of quartz, diamond and amber within their stony hides. In volcanic areas, they are nearly invisible as they hunt.

GREPT LABORER – CR 2

Large N Monstrous Humanoid
XP 600
Init +0 **Senses** Lowlight vision, Perception +0
Languages Galactic Common, Shipper Patois

Defense
AC 12 **Touch** 9 **Flatfooted** 12 (-1 size, +2 natural, +1 armor)
HP 3d10 +9 hp (HP)
FORT +4 **REF** +4 **WILL** +4

Offense
Spd 40 ft
Melee +6 light mace (1d8+3 bludgeoning, 20/x2) plus +6 pecking bite (1d4+3 piercing, 20/x2)
Ranged +3 AK-47 knockoff (2d8 ballistic, 20/x2, 70 ft range increment, 30 box, semi auto)

Statistics
Str 19 **Dex** 11 **Con** 17 **Int** 10 **Wis** 11 **Cha** 9
Base Atk +3 **CMB** +7 **CMD** 17
Feats Endurance, Massive Strength
Skills Craft (mechanical, structural) both at +8, Drive +3, Profession (blue collar) +3, Profession (chef) +3
Gear spacer's jumpsuit, light mace, AK-47 knockoff and spare clip, mwk. mechanical kit, smart phone, canteen, personal items

Ecology
Environment any urban
Organization solitary, work gangs of 2d6, or massive work crews up of to several hundred
Treasure standard (including gear)

SPECIAL ABILITIES

Massive Strength (EX)
Grept Laboerers are famous galaxy-wide for their prodigious strength. A Grept Laborer's lifting, carrying and dragging limits are 100 times the norm for a creature of its size and STR score. A light load for a Grept Laborer is 23,200 lbs or less; a medium load is 23,201 – 46,600 lbs; a heavy load is 46.601 – 70,000 lbs.

Pecking Bite (EX)
Grept Laborers have goose-like heads with a small beak that can delivery a surprisingly nasty bite. Anytime the Grept Laborer rolls a 4 on a damage roll with its pecking bite attack, it rolls an additional 1d4 and adds the result to the damage total. If the Grept Laborer keeps rolling 4s, it continues to reroll and add additional damage to the total.

NATURE

The Grept are a burly bipedal species omnipresent on stations and at starports. The majority of the species work as laborers and engineers, keeping the galaxy's starships fueled and flying. The race's inhuman strength make them ideal for normal-grav construction projects, though most Grept lack any great aptitude for zero-gravity engineering. A Grept Laborer can haul more mass than a powerloader at a fraction of the cost and with superior precision.

Grept Laborers are three-meter-tall, hairy bipeds. They boast a hypertrophied musculature beneath their gleaming, waterproofed pelts, and rebar-thick bones reinforced by organic carbon nanotubes. Their heads are comically undersized, with a long goose-like neck and tiny beak. It genuinely looks like some mad god stapled a goose's head to a bear's body: that is a Grept in a nutshell.

Grept food is almost as common as Grept labor gangs. The race needs a high protein volume to sustain its massive frame, and Grept street vendors specialize in bargain-priced, massive food bowls filled with starchy noodles, slivers of whatever meat-protein is cheap and readily available mixed with nutritious fungi and peppers. Grept are messy, fast eaters who devour their meals in a series of rapid fire pecks. A Grept can empty one of these gallon-sized food bowls in under a minute: it takes most other spacers the better part of a day to do the same.

GUIDESTAR – CR 4

Bloodline – Unknown, possibly Senate
Medium LN Humanoid (fire, lifespawn)
XP 1,200
Init +1 **Senses** Darkvision 120 ft, lowlight vision, scent, Lifesense 1 mile, Perception +8
Languages Galactic Common, Stonecutter, Ignan
Aura Bright Illumination 10 ft

Defense

AC 19 **Touch** 10 **Flatfooted** 19 (+2 natural, +7 armor)
HP 5d8 + 15 hp (38 HP)
FORT +6 **REF** +1 **WILL** +3
Immune Disease, Fire, Poison, Radiation, Suffocation, Vacuum
Weakness Lifecount 3

Offense

Spd 30 ft Flight 60 ft (average), Zero G Flight 500 ft
Melee two +4 unarmed strikes (1d6+3 bludgeoning plus 1d6 fire, 20/x2)
Ranged +3 fire breath (2d6 fire, 20/x4, 50 ft range increment)
Special Attacks Breath Weapon (60 ft line, 6d6 fire, REF DC 13 half, usable once per minute)
Special Qualities Death Nova, Favored Terrain (deep space), Greater Starflight, No Breath, Space Adapted

Statistics

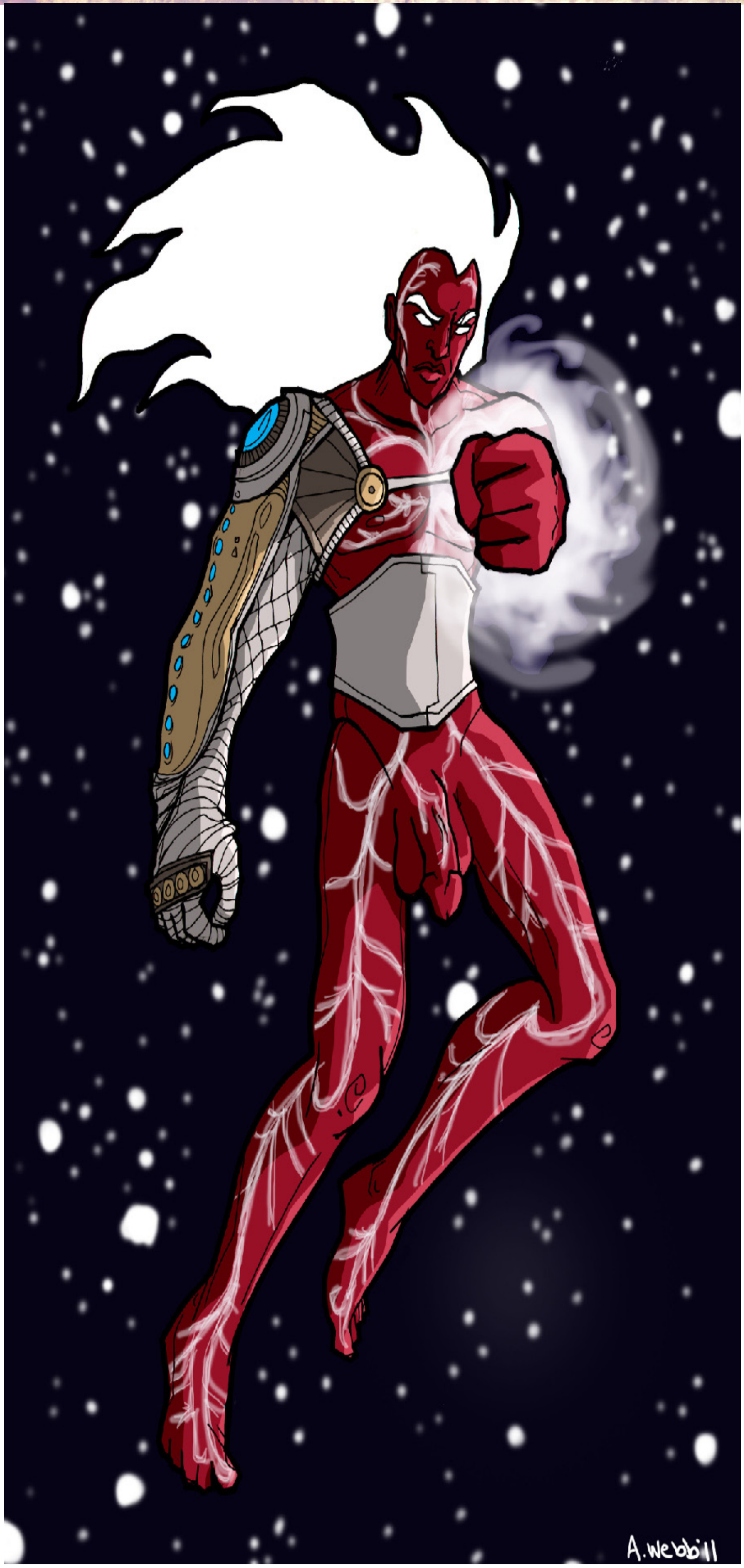
Str 16 **Dex** 11 **Con** 15 **Int** 9 **Wis** 15 **Cha** 10
Base Atk +3 **CMB** +6 **CMD** 16
Feats Fly-By Attack, Hover, Toughness, Zero G Training
Skills Craft (blacksmith) +3, Fly +4, Perception +8, Survival +8 (+12 in deep space) (racial modifiers: +4 Survival on checks made in deep space/hyperspace)
Gear mwk breastplate

Ecology

Environment deep space
Organization usually solitary, unless acting as a guide for a starship crew, sometimes a mated pair (10-20% chance of 1 offspring with the Young simple template)
Treasure incidental (including gear)

SPECIAL ABILITIES

Death Nova (EX)
If the Guidestar is slain, his internal nuclear reactions spiral out of control. He erupts in a 30 ft burst that inflicts 10d6 points of fire damage (REF DC 13 half) and blinds all creatures within 60 ft for 1d6 minutes unless they succeed at a DC 13 FORT Save.



Favored Terrain (EX)
The Guidestar receives a Favored Terrain (deep space) benefit as a ranger of his total Hit Dice.

Space Adapted (EX)
The Guidestar's nuclear metabolism and nomadic, space-based culture has perfectly adapted it to long, solitary flights through the void. The Guidestar can enter hyperspace by traveling using its Zero G Flight ability for at least 1 minute (10 rounds) in real space. The Guidestar has no need to eat or drink, though can do either to achieve some benefit (such as drinking a potion).

The Guidestar receives a +2 morale bonus on attack rolls, armor class, and saving throws when in a Zero G environment.

NATURE

The Guidestar is a member of an ancient race of cosmic nomads that live on the fringes of galactic society. Adapted to an existence in hard vacuum, and fueled by internal nuclear fires that transform their blood into stellar plasma, Guidestars soar through the darkness between solar systems. They have no need to ever set foot on a habitable world, save for basic curiosity, nor are they subject to the same frailties as human spacers. Some can fly alone for centuries, before a passing whim propels them into contact with humanoids.

The more gregarious of the species earn their name by serving as guides through the polychromatic chaos of hyperspace. Few lifeforms are as familiar with hyperspace's ever shifting terrain than the Guidestar, and few are more capable of fighting off its native predators. They are highly sought as guides through Phallus Space, the Lifespawn hunting ground at the Galactic Core.

This Guidestar is a male of the species, centuries old by the way humans measure years, but not nearly as ancient or misanthropic as the great elders of his race. Like all Guidestar, he goes nude, save for the breastplate he forged himself upon reaching adulthood. He hires on as a guide simply out of curiosity about planet-bound hominids, not out of any great need. He enjoys human cuisine, some human art forms and the bits he understands of human culture. His proud, alien nudity, elemental battle savvy and exotic isolation makes him an attractive sexual conquest for planet-bound humanoids, as he is discovering much to his pleasure.

GUNMOTHER – CR 15

Bloodline – hybrid of the Genesis and the Mother
Huge LN Construct (lawful, lifespawn)
XP 51,200
Init +10
Senses Blindsense 5,000 ft, scent, sensors equal to a PL 8 light starfighter, perceive unencrypted wifi/radio/television signals, Lifesense 5 light years, Perception +22
Languages Celestial, Galactic Common, Psyren, *truespeech*
Aura Frightful Presence (60 ft, DC 21)

Defense

AC 29 **Touch** 19 **Flatfooted** 18 (-2 size, +10 DEX, +1 dodge, +10 natural)
HP 18d10 + 40 hp (139 HP)
FORT +6 **REF** +16 **WILL** +10
Damage Reduction 15/adamantine **SR** 19
Immune Construct Immunities, Visual effects (blind)
Weaknesses Lifecount 2

Offense

Spd Flight 120 ft (good) Zero G Flight 5,000 ft
Melee two +19 slams (2d8+3 bludgeoning, 20/x2)
Ranged +29/+26/+19 infinite range particle beam (4d10 fire, 19-20/x4, infinite range)
Ranged Attack of Opportunity +29 infinite range particle beam (6d6 fire, 20/x3, 5,000 ft maximum range)
Special Attacks Predictive Sniper
Special Qualities No Breath, Greater Starflight, Uplift and Impregnate
Spellcasting Spell-Like Abilities (CL 18th Concentration +22)
Constant – Detect Chaos, Detect Law
1x/minute – Quickened True Strike

Statistics

Str 16 **Dex** 30 **Con** - **Int** 14 **Wis** 18 **Cha** 12
Base Atk +18 **CMB** +28 **CMD** 38 (cannot be tripped)
Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Dodge, Improved Precise Shot, Pinpoint Targeting, Point Blank Shot, Precise Shot, Weapon Focus (particle beams)
Skills Intimidate +19, Fly +28, Perception +22, Sense Motive +22

Ecology

Environment any (deep space or hyperspace)
Organization always solitary
Treasure none

SPECIAL ABILITIES

Infinite Range Particle Beam (EX)
The Gunmother's arms end in ultra-advanced particle beam cannons, far in excess of anything produced by mortal military science. These weapons have no maximum range and no range increment. Once fired, the Gunmother's particle beam continues to travel until it intersects a target, even if that target is light years away.

Predictive Sniper (SU)
Gunmothers can kill a human sized target with an extremely accurate sniper shot, travelling at the speed of light, from half a galaxy away. Her onboard computers include quantum processers, capable of a limited form of tactical precognition, allowing her to calculate a target's future movements and wage FTL war at stellar distances.

For each full round action the Gunmother dedicates to aiming, she receives a cumulative +1 insight bonus to her ranged attack roll. There is no limit to the bonus she can receive in this manner. Some Gunmothers can spend centuries preparing to fire a single kill-shot, firing only when she is absolutely certain she cannot miss.

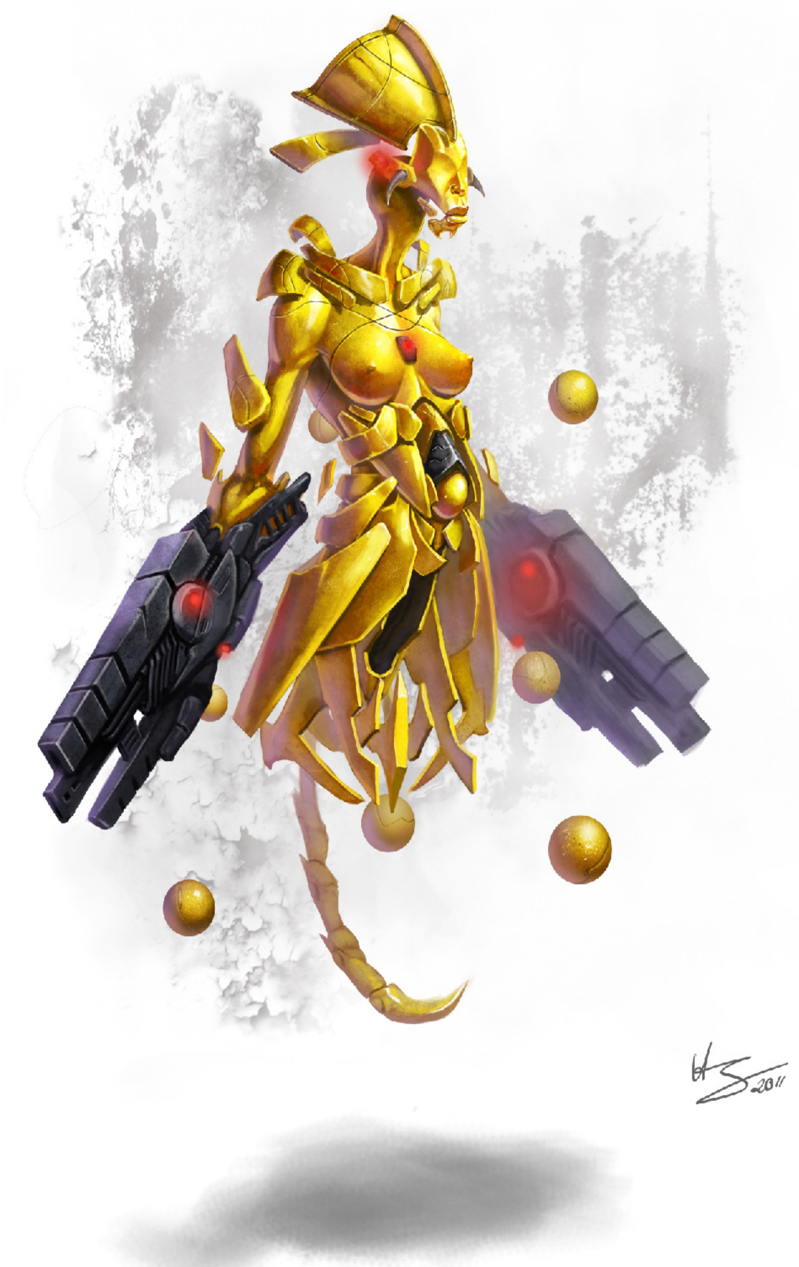
Once per encounter, as an immediate action, the Gunmother may make an Infinite Range Particle Beam attack with a +3d6 insight bonus against any target within 1 mile of her position that she can perceive, even if she does not have line of effect to that target. The shot seems to come from a random direction, unconnected to the Gunmother's current position. In effect, she fired that shot long ago, perhaps even centuries ago, in anticipation of this battle.

Snap Shot (EX)
The Gunmother may make attacks of opportunity with her Infinite Range Particle Beams. However, if she makes an attack of opportunity with this weapon, its combat statistics are lowered, as the lethal cannon is not fully charged.

Swift FTL (SU)
The Gunmother can rapidly shift up to faster than light speed. She may enter hyperspace after traveling using her Zero G Flight ability for two rounds in real space.

Uplift and Impregnate (SU)
Gunmothers are multiversal nomads, traveling endlessly on their own strange errands. Occasionally, for reasons known only to itself, the Gunmother offers its bio-mechanical heart-sphere to a mortal female.

Gunmothers will only make this offer to lawful humanoids and monstrous humanoid females with INT scores of at least 10; the Gunmother always uses its true speech ability to communicate her offer and its consequences with the chosen female.



If the creature accepts, the Gunmother's body breaks apart into its component systems, which rapidly discorporate, leaving behind only exotic charged particles. The only remaining component is the central, golden sphere, that acts as the core organ in a functional Gunmother. This drifts to the target female, and merges with her body. The target creature undergoes a radical physiological change. She may choose to either become immediately pregnant with an Assimar offspring. Alternatively, she may choose to become a Lifespawn creature herself, and gain Awakened Heritage (The Mother) as a racial bonus feat.

This feat is described in this soucebook's appendix, and is a revision of the feat from *Guide to the Known Galaxy* (Otherverse Games, 2008). The target is *nauseated* for 24 hours due to the genetic changes.

NATURE

Gunmothers are enigmatic and lethal combat robots far older and more lethal than even bleeding edge 22nd Century technology can produce. They are not simply warriors, though, they are evolutionary harbingers.

For some, a Gunmother is death- a sniper shot capable of vaporizing a hovertank bursting, unheralded from the night sky. For others, they are life itself, as the gleaming, golden war-construct sacrifices its own existence to spark a bio-mechanical pregnancy in a willing hominid, producing offspring bearing some of the Gunmother's own vast power.

The criteria by which Gunmothers select both their assassination targets and the women that will bear their young is singular and seemingly arbitrary, but always follows the war-construct's own alien logic. While they usually punish the chaotic and reward the lawful, only ever offering their divine impregnation to lawful creatures, such strictures are not absolute. Occasionally, a Gunmother will destroy lawful targets, or will simply warp away from a battle with a small flotilla of chaotic space pirates, choosing to retreat from a pointless battle, especially if the one sided slaughter of its attackers is the only alternative.

Gunmothers are capable of speech, though they do so rarely most galactic bestiaries list the creatures as mute. The only time a Gunmother can be counted on to speak is when adressing the female it has chosen to bear its child. Then, they become clinically legalistic, codifying the nature of their bargin and its consequences.

Gunmothers are statuesque war-constructs, sculpted from an ultra-dense golden metal. They have a sense of endless mass and incalculable weight, as their constituent alloys were forged in the heart of stars. They resemble a stylized humanoid figure from the abdomen up. Their delicate neck is long and slender, topped by an eyeless yet feminine metal face. Short, brightly glowing horns surround the Gunmother's flattened skull.

The Gunmother's arms are long and graceful, with each limb ending in a pair of sleek particle beam cannons. She moves these limbs with deceptive slowness- watching her guns track is almost hypnotic. Gunmothers have no lower bodies; their torso ends just beneath the sternum. The space where their belly and legs should be is instead a free-floating collection of golden organelles and spherical bio-mech components, drifting in a powerful anti-gravity field

GUNNOKKER – CR 6

Bloodline – Genesis, corrupted by the Singular
Medium CE Undead (grey, lifespawn)
XP 2,400 (ad hoc XP adjustment due to truly nasty weapons and easily communicable insanity)
Init +3 **Senses** Darkvision 90 ft, lowlight vision, lifesense 1 mile, Perception +9
Languages Grey

Defense
AC 15 **Touch** 13 **Flatfooted** 12 (+3 DEX, +2 natural)
HP 5d8 +10 hp (32 HP)
FORT +3 **REF** +4 **WILL** +5
Immune undead immunities
Weaknesses Lifecount 1

Offense
Spd 30 ft
Melee two +4 disemboweling talons (1d10 slashing plus Bleed 3, 18-20/x2)
Ranged +7 disintegrator pistol (5d6 energy*, 20/x3, 30 ft range increment, semi-auto, 12 cell)
Special Qualities death throes (60 ft burst, 10d6 energy*, R-DC half)

Statistics
Str 11 **Dex** 17 **Con** – **Int** 20 **Wis** 12 **Cha** 15
Base Atk +4 **CMB** +4 **CMD** 17
Feats Skill Focus (Craft: energy weapons)
Skills Bluff +10, Computer Use +10, Craft (energy weapons) +20, Craft (vehicles) +13, Drive +8, Intimidate +10, Knowledge (technology) +13, Perception +9, Pilot +8 (***racial modifiers***: +4 Craft: energy weapons)
Gear disintegrator pistol and 4x spare cells

Ecology
Environment any land (prefers ancient Truegrey ruins)
Organization usually solitary, sometimes gangs of 1d6+3
Treasure double standard (including gear)

SPECIAL ABILITIES

Disintegrator Pistol (EX)
The damage inflicted by a Gunnokker's disintegrator pistol is of no particular energy type and is not subject to energy resistance or immunity. A target slain by this energy is disintegrated, along with all their gear. This energy also powers the Gunnokker's death throes.

A Gunnokker's disintegrator pistol ceases functioning when the Gunnokker is slain and cannot be salvaged.

Inventor's Compulsion (SU)
Any creature that witnesses a Gunnokker using its disintegration pistol (or any other weapon the Gunnokker

builds itself) in combat must succeed at a DC 18 WILL Save or contract Inventor's Compulsion. A creature that successfully saves against this insanity cannot be affected again by this effect for 24 hours.

This effect functions much like ***geas/quest*** but has no maximum duration. If remains active until the effect is removed. The afflicted creature is compelled to assemble increasingly lethal weapons, culminating in the assembly of a disintegration pistol of their own. If the creature has a lower skill modifier, it is considered to have Craft (energy weapons) +5 for the effect's duration. During this time, the affected creature becomes much more violent and temperamental, more willing to use lethal force at the slightest provocation. If the affliction remains active for 9 days or longer, the sufferer is physically transformed into a new Gunnokker, with no memory of their prior existence.

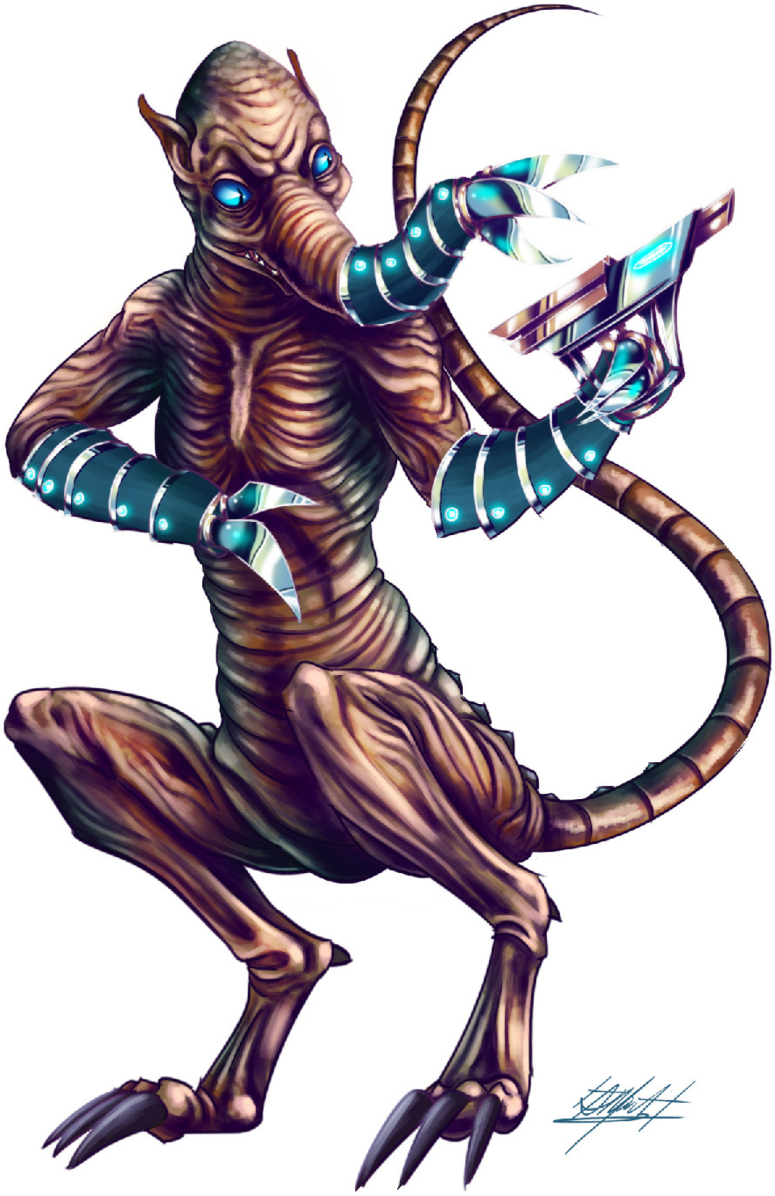
Mad Weapons (SU)
The Gunnokker dangerously overcharge their weapons. If the Gunnokker rolls a natural 1 on a ranged attack roll, it is immediately and spectacularly destroyed, along with all the Gunnokker's gear. This immediately activates the Gunnokker's *death throes* special attack.

Weapon Smith (EX)
Gunnokkers are wildly inventive when it comes to designing over-powered new weapons. A Gunnokker can make Craft (energy weapons) checks in half the usual time. The Gunnokker does not require raw materials or funds to make Craft (energy weapons) checks, so long as it has ready access to scrap or commercial electronics.

NATURE

The Gunnokkers were a client species of the ***Truegrey Empire***, especially favored (albeit, dangerous) pets. Gunnokker technologists built the great and terrible weapons that their Truegrey masters wielded. When the ***Truegrey*** faced their extinction, the Gunnokker died with them, and the galaxy breathed a deep sigh of relief.

In life, Gunnokkers were a kind of lethal idiot savant, able to blank their snarling, savage minds and let their clawed hands mindlessly yet perfectly assemble disintegration beams, anti-matter torpedoes, quantum-cracker weaponry and other ultra-lethal delights. Gunnokker culture (such as it was) was limited to the tribal level, with individual extended families waging eternal grudge-wars against their rivals at the slightest provocation. For all their instinctive brilliance at weapons design, Gunnokkers have no real culture, and no interests beyond the naked application of power.

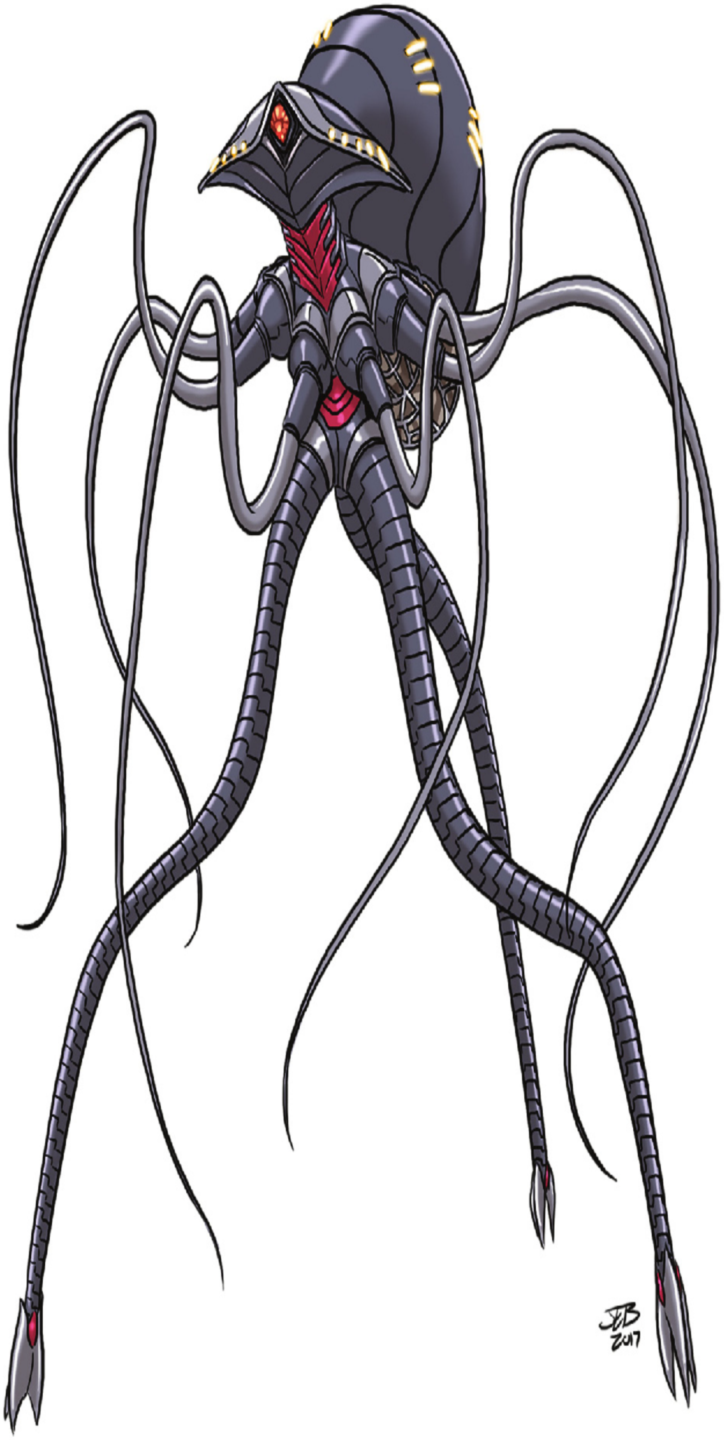


The undead remnants of the species are even worse. Unless a Truegrey noble physically leashes them, Gunnokkers murder somebody over a look, and laugh as their prey bleeds out. Gunnokkers are snarling, rabid bullies, and the only time they even seem remotely 'at peace' is when they are dreaming up deadly new weapons.

Gunnokkers are emaciated, battle-ravaged, pelted hominids mummified by long exposure to vacuum. They are nude aside from a simple tool belt, as the species never bothered to invent clothing. Gunnokker skulls are equal parts canine and raptor-like, with a nastily hooked trunk to tear bloody meat. In close combat, the creatures fight with elongated, crescent-hooked talons on the first toe of each paw. They enjoy claw fighting as fully as they do disintegrating adversaries with creepy green laser-light.

HARVESTER – CR 12

Colossal N Construct
XP 19,200
Init +0 **Senses** Darkvision 120 ft, sensors equal to Budget Short Range sensors, Perception +1
Languages Galactic Common



Defense
AC 22 **Touch** 2 **Flatfooted** 22 (-8 size, +20 natural)
HP 16d10 +80 hp (168 HP)
Fast Healing 15 (electricity)
FORT +5 **REF** +5 **WILL** +6
Immune construct immunities
Vulnerable Electricity

Offense
Spd Flight 100 ft (perfect)
Melee multiple +16 harvest tendrils (2d10+8 slashing plus grab and *form dysfunction*, 18-20/x3, 60 ft reach)
Special Attacks Constrict (2d10+8 slashing), Dissection Mode
Spell-Like Abilities (CL 10th Concentration +10)
***At Will* –** form dysfunction (W-DC 13, usable via harvest tendrils only)

Statistics
Str 26 **Dex** 10 **Con** – **Int** – **Wis** 12 **Cha** 2
Base Atk +16 **CMB** +32 **CMD** 42 (48 vs trip)
Feats Fly-By Attack, Hover
Skills Appraise +10

Ecology
Environment any
Organization usually patrols in groups of 2-6, or accompanying Scraeper or Quiniuq military units
Treasure standard

SPECIAL ABILITIES

Dissection Mode (EX)
Any creature destroyed by the Harvester's harvest tendrils is rapidly dissected, autopsied and catalogued. The creature is rendered down to neatly wrapped organs, harvestable components or similar useful substances. The creature's gear is similarly inventoried and stored. All components, as well as gear, are stored within the Harvester. Despite being mindless, pre-programmed routines provide the Harvester with a +10 bonus on Appraise checks to inventory harvested materials.

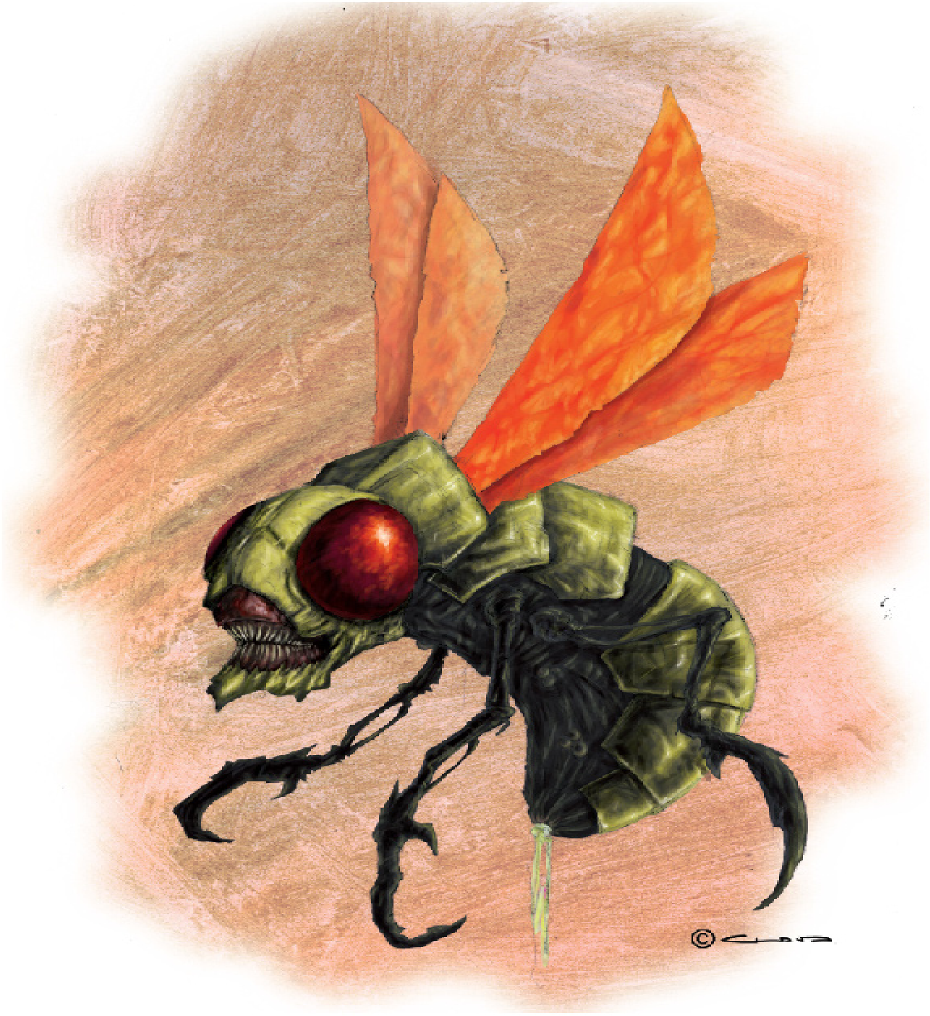
A creature whose body is destroyed in this manner cannot be returned to life by *raise dead.* More powerful magic, or the recreation of the creature's body, is required to return the slain creature to life.

Harvest Tendrils (EX)
The Harvester's chief weapon is an array of dexterous metal tendrils. The Harvester gains one melee attack with its harvest tendrils per known opponent within 60 ft, to a maximum of 10 attacks. Battlechangers grappled by the Harvester are also affected by the Harvester's *form dysfunction* spell-like ability.

NATURE

Harvester mecha are an old, battle-proven ***Quinuiq*** design. Harvesters carry out the will of tyrants, star pirates and terrorists throughout the galaxy. ***Scraepers*** utilize countless millions of these lethal droid-ships in their armada, though they rarely buy them new from the ***Grand Garden***. Instead, Scraeper harvesters are likely scavenged and reverse engineered knockoffs, duplicated from fallen Harvesters encountered on distant battlefields.

Harvesters are gigantic floating robots that resemble a mechanical hybrid of insect and jellyfish. Their central bodies are divided between a bulbous, heavily armored thorax and a diamond-shaped sensor pod that serves as a cranium. A variety of manipulator arms, tendrils and weapons drags beneath the thorax.
Harvesters are usually painted a dull gunmetal, though over the centuries, they become varicolored by battle damage, scortching, soot and poorly sourced replacement parts.



HELLWASP – CR 3

Bloodline – Nemesis
Small CE Magical Beast
XP 800
Init +3 **Senses** Darkvision 60 ft, lowlight vision, scent, Lifesense 3 miles, Perception +1
Languages Stonecutter (illiterate)

Defense
AC 15 **Touch** 12 **Flatfooted** 12 (-1 size, +3 DEX, +3 armor)
HP 4d10 +8 hp (30 HP)
FORT +6 **REF** +9 **WILL** +2
Defensive Abilities Evasion
Immune disease, poison, radiation, suffocation, vacuum
Weaknesses Lifecount 2

Offense
Spd 10 ft Flight 60 ft (perfect)
Melee +5 sting (1d4+1 piercing plus 1d4 acid plus poison, 20/x2)
Hellwasp Toxin; Injury Poison, FORT DC 14, 1/round for 6 rounds, 1d4 DEX, cure: 2 saves*
Special Qualities Hellwasp Acids, Lifefeeder, No Breath

Statistics
Str 12 **Dex** 16 **Con** 15
Int 5 **Wis** 13 **Cha** 8
Base Atk +4 **CMB** +4 **CMD** 17
Feats Fly-By Attack^{B}, Improved Initiative, Lightning Reflexes
Skills Fly +21 (racial modifiers: +8 Fly)

Ecology
Environment any land or coastal
Organization usually solitary
Treasure none

SPECIAL ABILITIES

Hellwasp Acids (EX)
When the Hellwasp makes a successful attack with its stinger, it adds the acid damage inflicted to the base FORT Save DC to resist its *Hellwasp Toxin.*

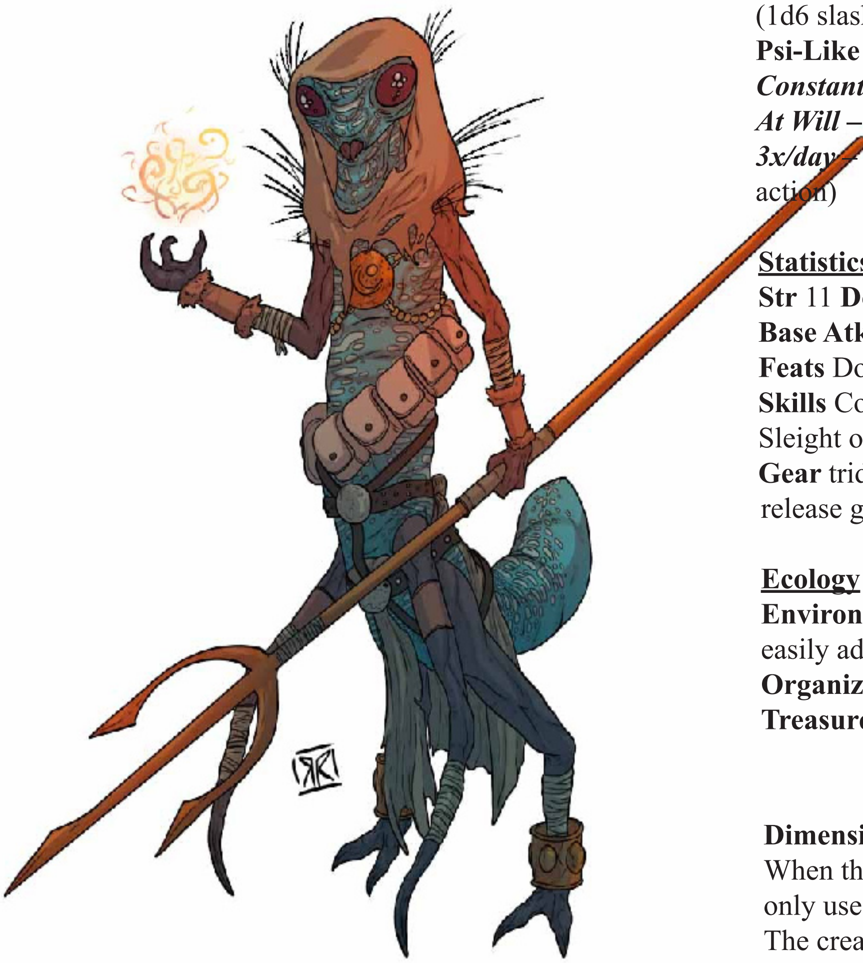
Lifefeeder (EX)
The Hellwasp is biologically adapted to feed on Lifespawn prey. It receives a +2 morale bonus on melee attack and damage rolls

against creatures with the Lifespawn subtype. When attacking creatures with the Lifespawn subtype, the critical multiplier on its stinger is x3, not x2 as normal.

NATURE

Hellwasps are an especially nasty minor Lifespawn predator. They are often the first, nightmarish introduction to Lifechained predation experienced by inexperienced young Lifespawn hominids. Hellwasps resemble Terran wasps in every aspect except size; the largest specimens weigh upwards of 50 lbs, but fly as nimbly as their smaller evolutionary cousins. Like many Lifespawn, Hellwasps are vibrantly colorful- their chitin is a cool green, their translucent wings a deep umber, their huge compound eyes blood red. Their facial structures vaguely resemble a hideously grimacing humanoid skull.

Hellwasps are relentless predators. Once they catch the scent of a fellow Lifespawn, they never give up the hunt, even in the face of mortal peril. The insectoids are found on several worlds; they are smart enough to stow away on passing starships. In addition, the effectively immortal creatures can drift through space in non-powered flight, for countless aeons until they drift towards a world with Lifespawn prey to feed upon. Though they resemble insects, Hellwasps are keenly intelligent. They can puzzle out most doors, use simple tools and plan intelligently. The creatures can speak an extremely broken, pidgin form of Stonecutter, which is as close to a 'common tongue' as the galaxy has to offer.



HOPPER – CR 2

Medium CN or N Monstrous Humanoid (psionic)
XP 600
Init +2 **Senses** Darkvision 60 ft, lowlight vision, Perception +1
Languages Alko, Galactic Common, Shipper Patois

Defense
AC 15 **Touch** 13 **Flatfooted** 12 (+2 DEX, +1 dodge, +2 natural)
HP 3d10 +3 hp (20 HP)
FORT +2 **REF** +5 **WILL** +4
Weaknesses light sensitivity

Offense
Spd 30 ft Climb 30 ft
Melee +3 trident (1d8 piercing, 20/x2) or +3 dagger (1d6 slashing, 19-20)
Psi-Like Abilities (ML 3rd Concentration +4)
Constant – *detect teleportation*
At Will – *dimension swap* (self and fellow Hoppers only)
3x/day – augmented *dimension slide* (usable as move action)

Statistics
Str 11 **Dex** 15 **Con** 12 **Int** 13 **Wis** 12 **Cha** 9
Base Atk +3 **CMB** +3 **CMD** 15
Feats Dodge, Skill Focus (stealth)
Skills Computer Use +5, Disable Device +6, Stealth +11, Sleight of Hand +6
Gear trident, dagger, palmtop computer, thieves tools, lock release gun

Ecology
Environment any (prefer warm forests and plains, but easily adaptable to other environments)
Organization pair, gang (3d6) or hive (5d6)
Treasure standard

SPECIAL ABILITIES

Dimension Swap (Ps)
When the Hopper uses its *dimension swap* power, it can only use the power to reposition itself and allied Hoppers. The creature cannot *swap* non-Hoppers when manifesting this power.

Hopper Multiplicity (SU)
Hoppers are hive intelligences and are almost never found alone. Hunting gangs and nomadic hives have more members than most sentients can keep track of, and the species sometimes reproduces asexually during their quantum-jaunts. There is a non-cumulative 25% chance that anytime two Hoppers exchange position using *dimension swap* that a third Hopper with full HP is created adjacent to one of the existing Hoppers. This chance increases to 40% if the Hopper teleports using its *dimension slide* ability.

A maximum number of new Hoppers equal to twice the beginning number of Hoppers can be created in any given encounter.

Low-Grade Hive Intellect (EX)
Hoppers work well together. When using the aid another action to assist another Hopper, the bonus provided is +4, rather than the normal +2.

NATURE

Hoppers are plagues on developed worlds and space stations, so well-entrenched and fast-breeding they are impossible to eradicate. Humanity (especially Free Spacers), Proximites and Shippers are all too familiar with Hoppers. Widely considered a 'trash species' by most advanced sentients throughout the Multiverse, Hoppers only survive by stealth, theft and tenacity. Rapid reproduction and an innate aptitude for quantum teleportation help too. Hoppers never independently developed star travel, and usually cross the galaxy as stowaways on massive agri-haulers or colony arks.

Since discovery usually means spacing- galactic laws protecting the rights of undeveloped sentients aside- Hoppers are very, very good at remaining undetected. Hives steal and scavenge what they need to survive, sharing their meager findings among the entire hive.

Hoppers are roughly man-sized arthropods, whose bodies are sheathed in relatively soft, bluish-green or grey chitin. The species prefers darkness, and Hoppers protect their eyes beneath stolen welding goggles or underneath voluminous hoods. The race is far more clever than anyone wants to admit. The species never developed advanced tech of its own, but Hoppers are more than capable of mastering other races' tools when the opportunity presents itself.

HORRIX – CR 7

Large CE Outsider (chaotic, evil, extraplanar)
XP 3,200
Init +1 **Senses** Darkvision 120 ft, lowlight vision, scent, Perception +20
Languages Understands Abyssal and Infernal, but cannot speak

Defense
AC 16 **Touch** 8 **Flatfooted** 15 (-1 size, +1 DEX, +8 natural)
HP 10d10 +40 hp (95 HP)
FORT +11 **REF** +8 **WILL** +8
Immune suffocation, radiation, vacuum (No Breath)

Offense
Spd 40 ft
Melee +15 gore (2d8+6 piercing, 20/x4) plus +15 bite (2d6+6 piercing, 19-20/x2 plus trip)
Special Attacks Breath Weapon (30 ft cone, 4d6 fire, R-DC 19 half, usable every 1d6 rounds)
Special Qualities No Breath, Track
Spell-Like Abilities (CL 10th Concentration +15)
3x/day – blink
- dimension door

1x/day – plane shift (to or from Hyperspace only)

Statistics
Str 23 **Dex** 13 **Con** 18 **Int** 3 **Wis** 20 **Cha** 13
Base Atk +10 **CMB** +17 (+19 trip, drag) **CMD** 28
Feats Greater Drag, Greater Trip, Improved Drag, Improved Trip, Power Attack, Run
Skills Climb +19, Perception +20, Stealth +10, Survival +18 (+23 to track)

Ecology
Environment any (native to Hyperspace)
Organization solitary or pair
Treasure none

SPECIAL ABILITIES

Hyperspatial Predator (EX)
The Horrix can sense creatures that have travelled through Hyperspace in the past 24 hours, receiving a +4 racial bonus on Survival checks to track such creatures, as well as a +2 morale bonus on attack and damage rolls against such foes.

The Horrix is especially dangerous to space pilots, leading to speculation that true understanding of Hyperspace permanently warps consciousness. It automatically confirms critical hits against any character with 5 or more ranks in either Pilot or Knowledge (physical sciences).

Nightmare Architecture (SU)

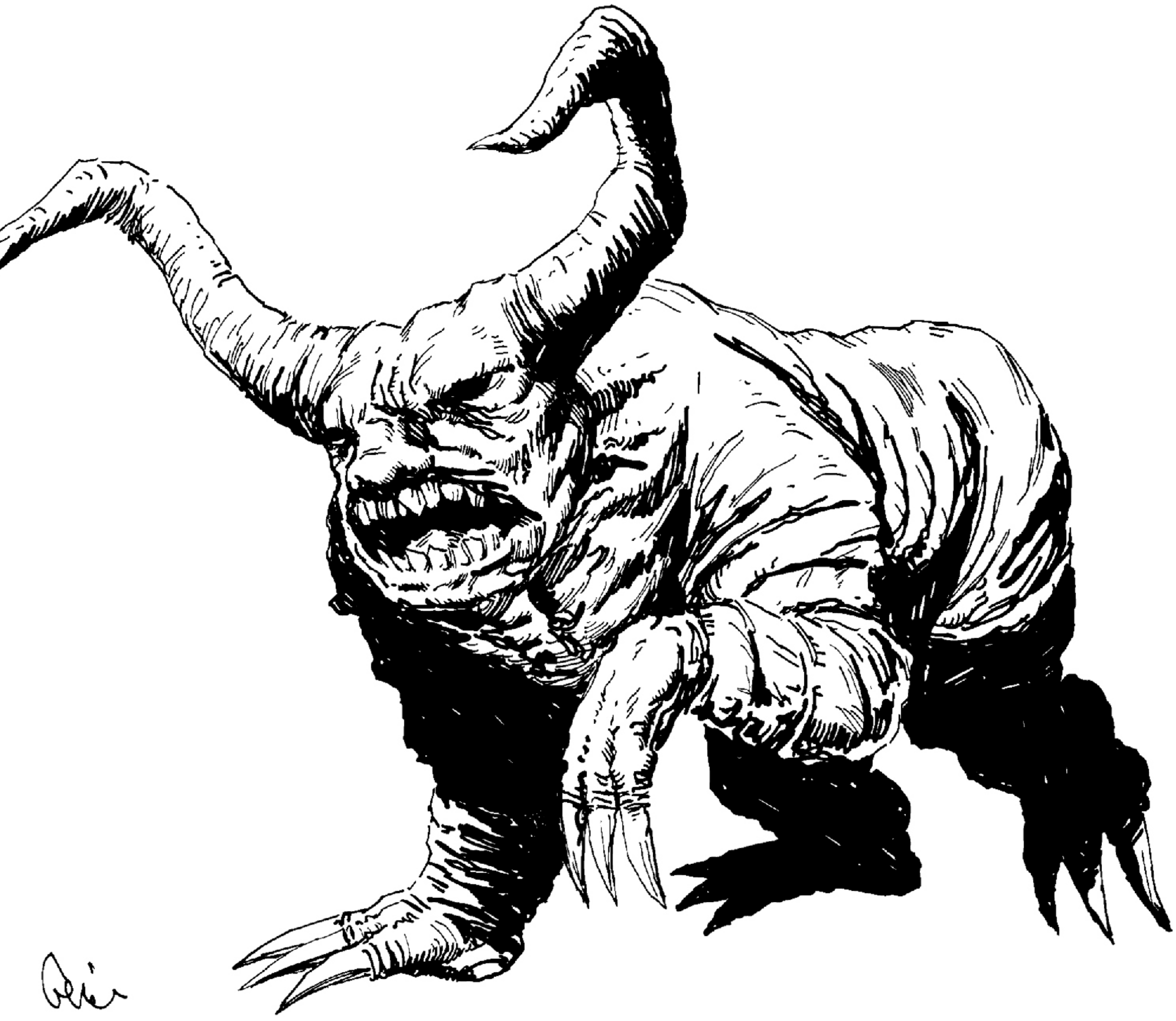
The mere presence of a Horrix can warp local space, making distances nightmarishly long and distorting spatial relationships. Once per encounter, as a free action usable even when it is not the Horrix' turn, the creature can warp space. Doing so allows the Horrix to modify the encounter's terrain so there is suddenly 2x4 x 100 ft between any single creature in that space and a designated object, no matter the path the target takes to the object. This spatial warp remains in effect until the Horrix dies or flees, the encounter ends, or the target reaches the object. Other characters interact with the space normally.

For instance, a Horrix might ambush a spacer aboard a lonely station. As the encounter begins, the spacer is within arm's length of an alarm button on a nearby console. However, the Horrix then uses this ability to warp space so that the alarm panel is suddenly 300 ft away from the spacer. The spacer would have to cross 300 ft of distance, requiring several rounds, to get to the alarm panel. However, if a third party later entered the combat, such as a second spacer, the alarm panel would be in the expected place for them.

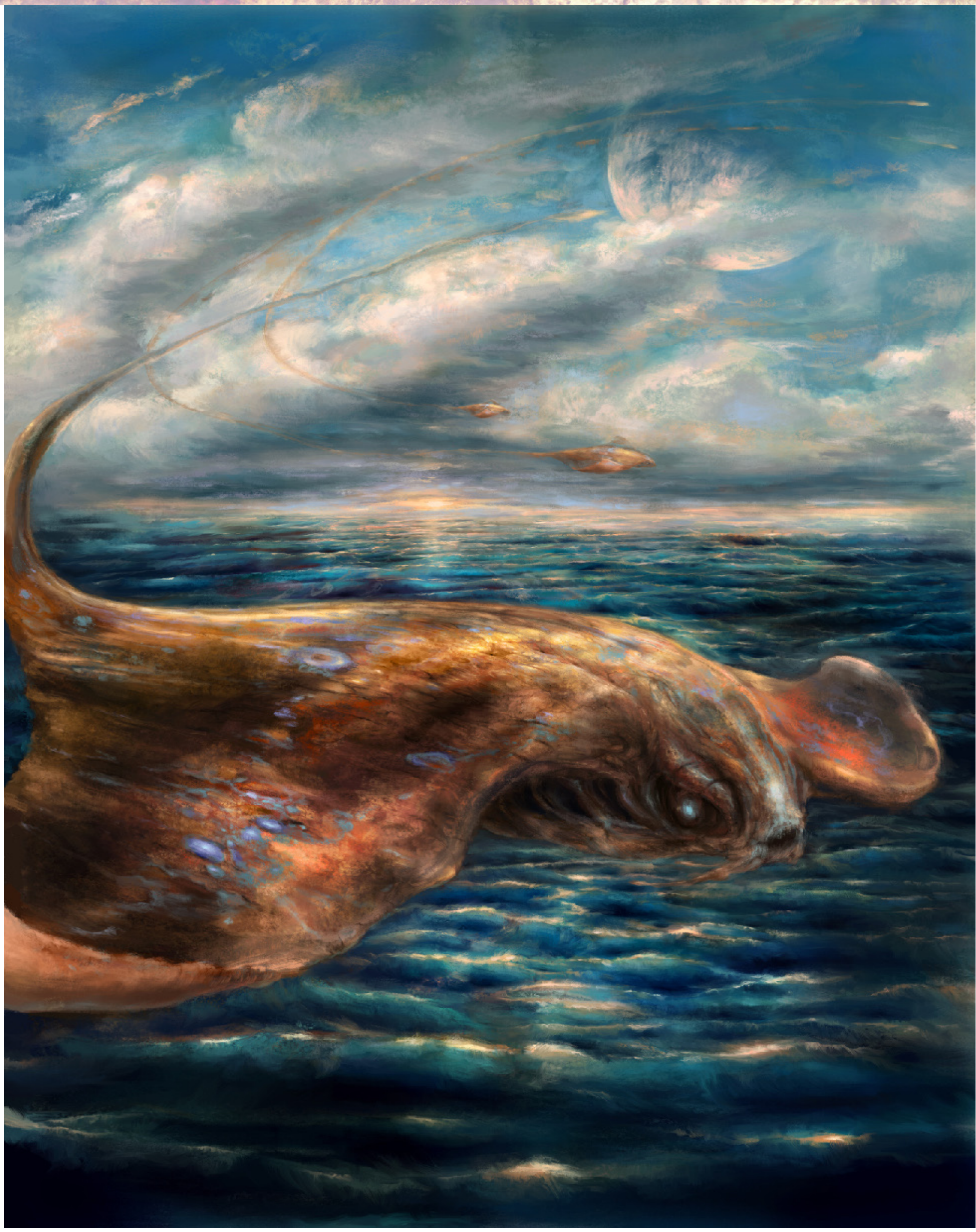
NATURE

Horrix are self-aware hyperspatial equations that take on material form when they enter linear time. In material reality, they incarnate as hulking pursuit predators blending the nastiest elements of oxen and pitbull, and relentlessly pursue spacers. Horrix specialize in hunting star-pilots, physicists and navigators, and once one has scented suitable prey, it never gives up the chase.

Horrix haunt shipyards and orbital stations, anywhere it might find astronauts who have recently crossed Hyperspace. These creatures are dangerous in and of themselves, but like ***Tantalos*** and ***Ecto-Carries***, they are symptoms of a more dangerous phenomena: a local weakening of the barriers between material reality and Hyperspace. Space stretches and groans around them, with distances warping at their whim. Inanimate objects and structures can be subtly warped by in the Horrix' wake, as if melted and pulled like taffy.



HOWLBACK AVIA
CR 3



Bloodline – The Choir
Small CN Magical Beast (lifespawn)
XP 1,200
Init +5 **Senses** Darkvision 60 ft, lowlight vision, Lifesense 1 mile, Perception +5 (+9 on sound-based Perception checks)
Languages none

Defense

AC 18 **Touch** 16 **Flatfooted** 13 (+1 size, +5 DEX, +2 natural)
HP 5d10 +5 hp (33 HP)
FORT +5 **REF** +9 **WILL** +2
Immune Sonic, cannot be deafened
Weaknesses Lifecount 1

Offense

Spd 10 ft Flight 60 ft (perfect)
Melee two claws +3 (1d4-2 slashing, 20/x2)
Special Attacks Lifesong Breath Weapon (20 ft cone, 4d6 sonic plus increase Lifecount by +3 for one minute, R-DC 13 half, usable once every round)
Spell-Like Abilities (CL 5th Concentration +6*)
At Will **–** ghost sound (W-DC 13*)
- live recording (own songs only)$^{\text{TU}}$

Statistics

Str 6 **Dex** 21 **Con** 13
Int 5 **Wis** 12 **Cha** 13
Base Atk +5 **CMB** +6 **CMD** 16 (cannot be tripped)
Feats Agile Maneuvers, Fly-By Attack, Hover, Skill Focus (perform: sing)$^{\text{B}}$
Skills Fly +13, Perception +5 (+9 sound-based), Perform (sing) +7 ***racial modifiers:*** +4 Fly, +4 on sound-based Perception checks

Ecology

Environment any
Organization solitary, flight (2d6 adults and a few young) or nest (2 adults plus 2d4 young)
Treasure incidental

SPECIAL ABILITIES

Choir of One (EX)
The Howlback Avia can make a Perform (sing) check in place of a Concentration check or when using its *ghost sound* spell-like ability. In this case, the Perform (sing) check result becomes the creature's Concentration check result or the WILL Save DC to disbelieve the *ghost sound* effect.

Lesser Lifespawn (EX)
The Howlback Avia lacks the No Breath quality common to most Lifespawn and requires a breathable atmosphere to survive.

Lifesong Breath Weapon (SU)
The Howlback Avia has a weak yet reliable breath weapon that takes the form of a strangely melodious cacophony of Sonic force. This breath weapon is a 20 ft cone, usable once per round. Targets in the cone suffer 4d6 points of Sonic damage, and creatures with a Lifecount have their effective Lifecount increased by +2 for one minute after the injury. The effects of multiple Lifesong Breath Weapon attacks

are cumulative to +10 Lifecount. A successful DC 13 REF halves the damage and prevents the temporary Lifecount increase.

This temporary Lifecount increase provides no benefit to the target, but merely makes them more vulnerable effects that target their Lifecount.

NATURE

Howlback Avia are beautiful Lifespawned fliers, which are far more trouble than they appear. Howlback Avia have a roughly manta-like body plan. Their hides are a dull golden bio-steel of incredible grace and flexibility. Their long, tapering wings and the long tail that hangs beneath their body are sheathed in a psychedelic rainbow of songbird feathers. A Howlback Avia's mouth is a small slit on their underbelly, lined with sharp teeth for feeding, encircled by feedback rings that allow the creature to project unearthly sonic force.

In nature, Howlback Avia are opportunistic scavengers. They are clever enough to use their sonic scream to ward off more powerful Lifespawn predators, startle small animals into their clutches or trick their prey with false calls. This breath weapon is also used in mating, as the creatures bathe their mates in sonic energy, increasing their Lifecount dramatically, prior to intercourse, and again soon before the female slings her eggs.

Howlback Avia are prone to forming a rough symbiosis with other Lifespawn hunters, striking carefully with its breath weapon at just the right time to make the prey more vulnerable to its partner's natural weapons. Howlback Avia can easily be trained as hunter/killer animals in the service of Lifespawn warriors. Howlback Avia are also highly prized as status symbols, for their cleverness, beautiful songs and the ability to flawlessly imitate ten thousand songs from as many worlds. Some spacers have abandoned their smartphones and music players for a tamed Howlback Avia.

HUNTER OF THE COSMOS – CR 5

Medium NG Aberration (Psyren, psionic) Magus 6
XP 1,600
Init +1 **Senses** Darkvision 60 ft, Perception +7
Languages Celestial, Galactic Common, Psyren

Defense
AC 14 **Touch 12 Flatfooted** 12 (+1 DEX, +1 dodge, +2 armor)
HP 6d8 + 12 hp (43 HP)
FORT +7 **REF** +3 **WILL** +6 (+8 vs. charm and compulsion effects)

Offense
Spd 30 ft
Melee +7 pleasuring longsword (1d8+2 slashing plus 1d6 pleasure, 20/x2)
Ranged +6 spacer's blaster (2d6+1 fire, 20/x2, 50 ft range increment, semi auto, 12 cell)
Special Qualities Arcane Pool, Spell Combat, Spell Recall, Spell Strike
Arcane Pool 7 points
Possible Enchantments via Arcane Pool dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed or vorpal
Spellcasting (CL 6th Concentration +13)
Second – Acid Arrow *(prepared twice)*, Bull's Strength, Burning Gaze (F-DC 17)
First - Burning Hands (R-DC 16), Color Spray (W-DC 15), Magic Missile *(prepared twice),* True Strike
Zero - (all DC 14 or DC 15 for evocation, if applicable) Acid Splash, Dancing Lights, Daze, Detect Magic, Disrupt Undead, Flare
Spell-Like Abilities (CL 6th Concentration +13)
1x/day – Comprehend Languages, Detect Magic, Detect Poison, Read Magic

Statistics
Str 14 **Dex** 13 **Con** 15 **Int** 18 **Wis** 12 **Cha** 16
Base Atk +4 **CMB** +6 (+10 dirty trick) **CMD** 17
Feats Combat Expertise, Dodge, Improved Dirty Trick, Ptarn Flyer, Spell Focus (evocation)
Skills Climb +11, Fly +10, Intimidate +12, Knowledge (dungeoneering, the planes) both at +10, Perception +7, Ride +7, Spellcraft +13
Gear +1 pleasuring longsword, +1 spacer's blaster and 2x spare cells, potion of fox's cunning, potion of cure critical wounds, potion of cure serious wounds, +1 battle lingerie of spell storing (has *magic missile* stored within currently)

Ecology
Environment any
Organization solitary, accompanied only by her ***Ptarn*** mount; Hunters of the Cosmos with advanced levels or power-boosting templates might trade for a Brightstar Apis or Wayhunter instead
Treasure standard (including gear)

SPECIAL ABILITIES

Arcane Accuracy (SU)
The Hunter of the Cosmos can expend 1 point from her arcane pool as a swift action to grant herself an insight bonus equal to her INT bonus (+4) on all attack rolls until the end of her turn.

Bad Girl's Blade (EX)
The Hunter of the Cosmos is sexy and deadly in equal measure. As a free action, she may add her CHA modifier (+3) to the damage dealt with any slashing edged weapon. This additional damage is added, not multiplied on a critical hit. She must be lightly armored and revealingly dressed to use this ability. The Hunter of the Cosmos may use this ability up to six times per day.

Emissary (EX)
Her species are consummate liars and instinctive diplomats. Once per day, when making any Bluff or Diplomacy check, the Hunter of the Cosmos may roll 2d20 and take the better result.

Hunter's Blade (EX)
The Hunter of the Cosmos' fabulous blade is considered *adamantine* for the purpose of overcoming Damage Reduction.

Maneuver Mastery (EX)
The Hunter of the Cosmos is a master of dirty tricks. When she attempts a Dirty Trick maneuver, she uses her magus level in place of her base attack bonus (in addition to any base attack bonus gained from other classes).

Object of Desire (SU)
Psyren are unnaturally beautiful and the Hunter of the Cosmos is no exception Psyren cast all *Charm* spells (spells with *Charm* in their name, such as *Charm Person* or *Charm Monster*) at +1 caster level.

If making a Bluff or Diplomacy check involving her sexual favors, the Hunter of the Cosmos receives a +2 racial bonus on the check.

Strong Willed (EX)
Psyren receive a +2 racial bonus on WILL Saves to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, if the Psyren fails a such a save, she receives another save one round later to prematurely end the effect (assuming the effect has a duration greater than one round). This second save is made at the same DC as the first.

NATURE

Hunters of the Cosmos are a sect of warrior women who protect the galaxy from all manner of obscene threats, champion freedom and defend galactic travelers and fragile new colony worlds from xeno-predators. These deliciously murderous, superhuman females are among the galaxy's most trusted and beloved heroes. Good with a blade, good in a fight, smart enough to keep her head in battle, a Hunter of the Cosmos is a good ally to have at your back, or a nightmare to have as an enemy.

The Hunters of the Cosmos wield legendary swords called *Hunter's Blades*, forged from adamantine and pleasure-steel. Such weapons are handed down from warrior mother to warrior daughter for centuries, and are considered as much a part of the warrior who wields them as her own right arm. Their steeds – usually a violet and pink breed of Ptarn – are equally legendary and equally symbolic of the Hunters' Code.

This particular Hunter, like many of the sect, is a Psyren. She is a telepathic aberration from beyond mortal time and space. Though she fights for good, and to protect the weak, her plans and schemes are much farther reaching then even her sisters in the sect know. She is more than capable of letting a few innocents die if doing so will allow her to save many.

HYGON WARRIOR – CR 3

Medium LE Humanoid
XP 800
Init +5 **Senses** lowlight vision, Perception +3
Languages Galactic Common, Hygon

Defense
AC 20 **Touch** 11 **Flatfooted** 19 (+1 DEX, +9 armor)
HP 4d8 + 8 hp (44 HP)
FORT +6 **REF** +2 **WILL** +2

Offense
Spd 30 ft
Melee +8 bastard sword (1d10+4 slashing, 19-20/x2)

Statistics
Str 17 **Dex** 13 **Con** 14 **Int** 10 **Wis** 12 **Cha** 12
Base Atk +3 **CMB** +5 **CMD** 16
Feats Cleave, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword)
Skills Climb +3, Intimidate +7, Knowledge (tactics) +2, Knowledge (technology) +2, Perception +3
Gear mwk. MP tactical armor, mwk. bastard sword, palmtop computer, 1x potion of *cure serious wounds*, 2x potions of *bull's strength*

Ecology
Environment warm deserts, but adaptable to virtually any environment
Organization solitary or war platoon (5-6 warriors lead by a CR 7-8 sergeant)
Treasure standard (including gear)

SPECIAL ABILITIES

"Fight With Honor, Human Worm!" (EX)
Hygon Warriors follow an exacting code of warrior ethics; they would rather die honorably than survive through what they see as cowardly tactics, and are enraged by opponents which lack such scruples. Any time the Hygon is damaged by a sneak attack, assassin's death attack or an attack that received a flanking bonus, the Hygon may make an immediate melee attack against the character who inflicted the damage as a free action, like an attack of opportunity. The Hygon may make this immediate attack at no penalty even if the incoming damage would reduce him to -1 HP or fewer, so long as the attack does not kill him outright (reduce him to a negative HP total of -14 or worse).

Warrior Spirit (EX)
The Hygon knows no fear of dying in honorable combat, and dying at the hands of a superior warrior is not considered a disgrace. A character successfully damaged by the Hygon Warrior's "Fight With Honor, Human Worm!"

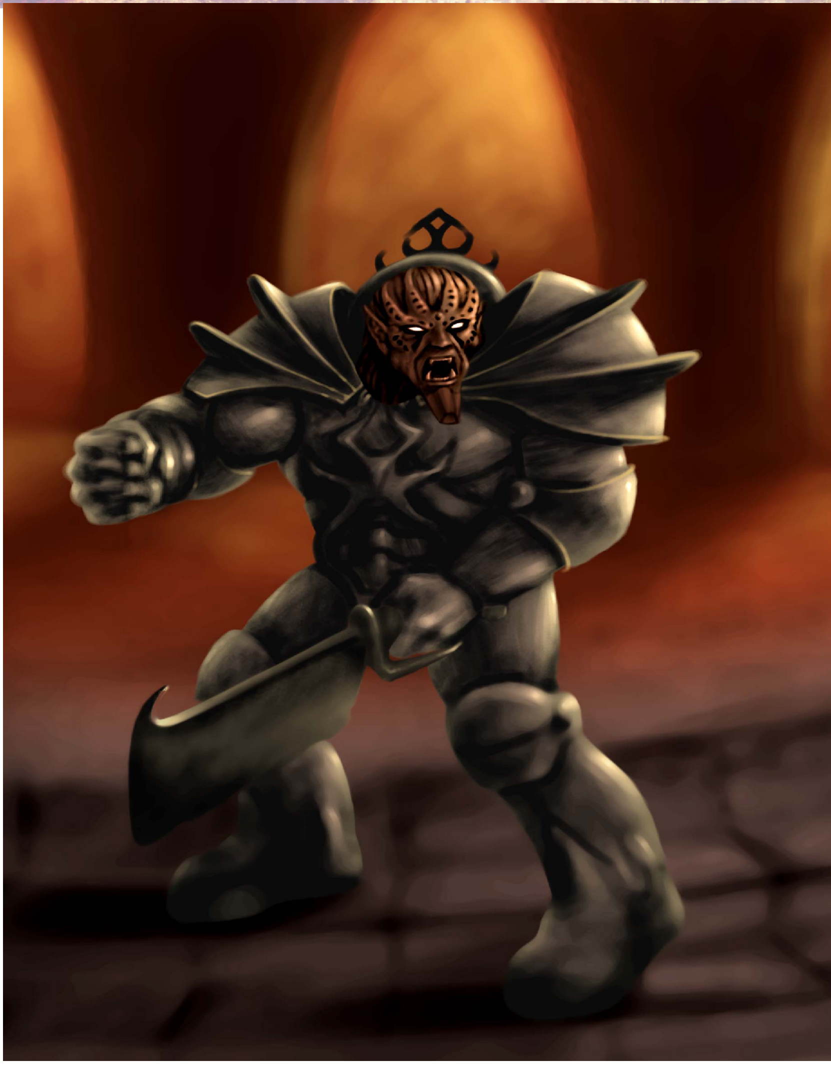
ability during the encounter receives no XP for defeating the Hygon. However, an opponent who never takes an action that would provoke this ability and who fights the Hygon Warrior in single combat receives 125% of the normal XP award for defeating the Hygon.

NATURE

The Hygons are a brutal, expansionistic warrior race from the sun-beaten desert moon of Hygax II. Hygax II is a resource poor world, which has hardened the hominids that call it home. Hygon society is stable only in times of conquest, when the vast armada is expanding into new worlds, which can funnel resources back to the overpopulated and arid Father World. Hygon Warriors are feared throughout the multiverse as conquering warriors and soulless, brutal mercenaries. Any galactic power with the funds will hire vast legions of Hygon shocktroops- they are often dispatched to besieged worlds ahead of regular forces, where their savagery grinds resistance to powder.

Hygons are a muscular, dark-skinned race of humanoids. The race stands about a head taller than Earthborn humans. Their muscular frames are covered in wiry black bristles, and their double hearts are sheathed in thick bone armor. Hygons have ridged foreheads covered in multiple rows of thick, keratin crests. Their faces are decorated with jet black spots, like a cheetah's, and Hygons have sharp, exaggerated canines.

Hygon Warriors enter battle in heavy, slate grey powered armor. Though their armor looks primitive, it is a fully functional spacesuit with onboard comm-link and computer. A modular helmet folds out of the suit's gorget when needed to provide full environmental protection. Hygons disdain ranged weapons as the tools of cowards, and their best warriors wade into battle wielding a unique native sword known as a *hakk'tuln* blade.



HYPERWAKE BAT – CR 10

Small NE Outsider (native)
XP 9,600
Init +4 **Senses** Blindsense 1,500 ft, Perception +3

Defense
AC 27 **Touch** 15 **Flatfooted** 23
(+1 size, +4 DEX, + 12 natural)
HP 13d10 + 39 hp (111 HP)
FORT +12 **REF** +14 **WILL** +7
Immune Fire, Force, Radiation, temporal effects

Offense
Spd 20 ft Climb 20 ft Flight 60 ft (perfect) Zero G Flight 1,500 ft (3 space scale squares)
Melee two +14 claws (1d8+1 slashing, 19-20/x2) plus +14 bite (1d10+1 piercing plus poison, 20/x4)
Special Qualities No Breath, Greater Starflight
Spell-Like Abilities (CL 13th Concentration +17)
1x/day – Knocking Scream (see Text)

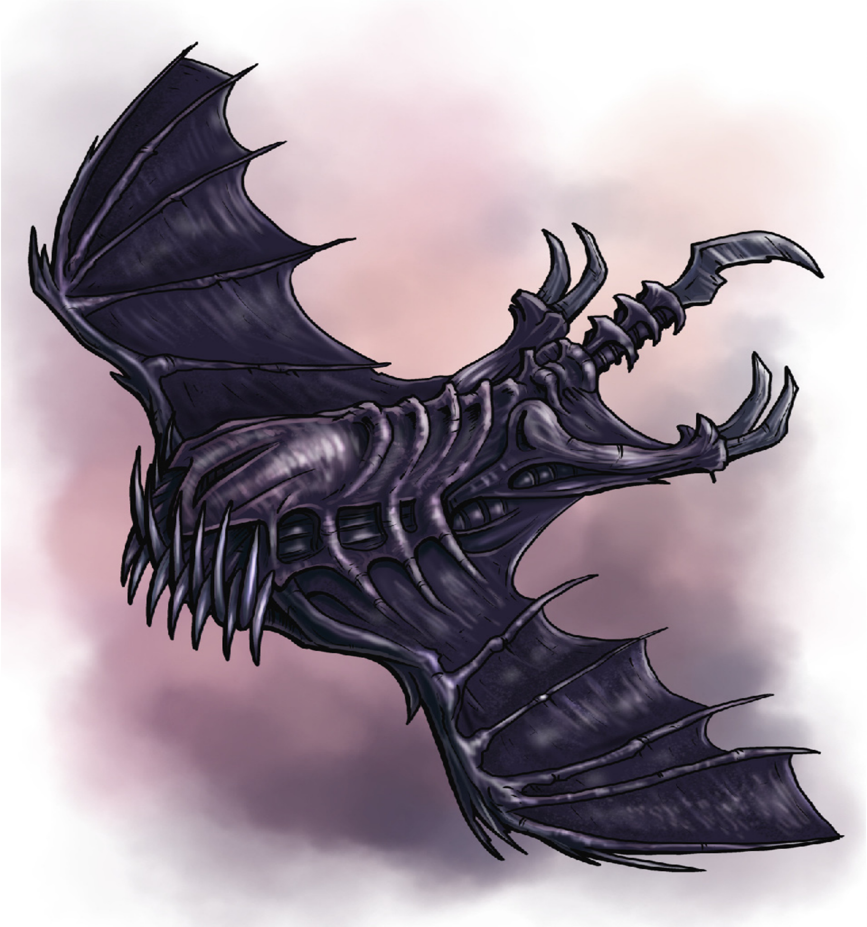
Hyperwake Bat Poison
Type poison, injury **Save** FORT DC 18
Frequency 1/round for 6 rounds
Effect 1d4 STR **Cure** 1 save
Hyperwake Bat Poison directly exposes the victim to the temporal and space-warping effects of hyperspace. The target ages 1d8 years per round the poison remains active, immediately undergoing the physical effects of aging.

Statistics
Str 14 **Dex** 19 **Con** 15 **Int** 3 **Wis** 16 **Cha** 5
Base Atk +13 **CMB** +18 **CMD** 30 (34 vs trip)
Feats Agile Maneuvers, Bleeding Critical, Critical Focus, Combat Reflexes, Great Fortitude, Lightning Reflexes, Toughness
Skills Climb +18, Fly +36, Stealth + 28 (racial modifiers: +8 Stealth, +16 Fly)

Ecology
Environment extraplanar (hyperspace)
Organization solitary
Treasure incidental

SPECIAL ABILITIES

Boarding Instinct (EX)
Though non-sentient, the Hyperwake Bat has an uncanny instinct for the weak points of starships. It is aware of the Hardness and Hit Point total of any inanimate object, metallic or plastic object it is touching. It uses this awareness to cut through the weakest parts of a starship's hull, favoring damaged hull areas, airlock doors, cargo bay doors and other 'soft' targets.



Hyperspace Adaptation (EX)
The Hyperwake Bat is adapted to existence within the strange dimension known as hyperspace, and is barely able to function in real space. If the Hyperwake Bat is shunted into real space (such as by the starship it is attacking dropping out of hyperspace), the Hyperwake Bat is considered *nauseated* for 1d4 rounds. After that, it is considered *sickened* for as long as it remains in normal space.

The Hyperwake Bat may engage its Zero G Flight ability to reenter hyperspace after traveling in normal space for one minute (10 rounds) to build up speed. The Hyperwake Bat will flee from battle if seriously wounded in this manner.

Knocking Scream (SP)
Once per day, the Hyperwake Bat may unleash a horrific scream that sounds like the grinding of massive gears. This functions as *Knock (CL 13th)* save that it affects all locked doors within a 500 ft spherical burst centered on the Hyperwake Bat, and all portals opened by this effect gain the Broken condition. The Hyperwake Bat uses this ability to open a target starship to vacuum by blasting apart airlock doors and interior airtight doors.

Lock Cutter (SU)
The Hyperwake Bat generates a discordant energy field around its claws and body. Its natural weapons ignore half an object's Hardness when attacking any inanimate metal or plastic object. When attacking such an object, the Hyperwake Bat may make an additional claw attack at its full attack bonus against the object.

Temporal Immunity (SU)
The Hyperwake Bat is completely immune to aging and effects that manipulate time. It is unaffected by spells such as *slow, time stop, temporal stasis* and similar effects. It also has no maximum age, does not suffer aging effects, and cannot be carbon dated.

NATURE

Hyperwake Bats are one of the deadliest predators to have evolved in the churning, rainbow chaos of Hyperspace. Over the millennia, tens of thousands of vessels have fallen to Hyperwake Bats, making travel along even well documented hyperspace routes dangerous. The species is superbly adapted to preying on starships traveling through its other-dimensional domain; to a Hyperwake Bat, a starship hull is only a hard shell protecting the soft, fleshy morsels within.

Hyperwake Bats are eyeless, winged creatures superficially resembling a Terran bat or perhaps a manta ray. Their heavily armored, purplish-black hides are composed of ultra-long chain molecules compositionally similar to starship hull plating. Their mouth is truly massive- a wide, fanged maw out of proportion to the rest of their streamlined bodies.

JUGGERNAUT WORM – CR 16

Colossal N Vermin
XP 76,800
Init +1 **Senses** Blindsense 300 ft, Tremorsense 600 ft, scent, Perception +1
Aura Juggernaut Grind (30 ft, 6d10 slashing, R-DC 32 negates)

Defense
AC 27 **Touch** 3 **Flatfooted** 26 (-8 size, +1 DEX, +25 natural)
HP 24d8 +192 hp (300 HP)
Fast Healing 10 (cold, sonic)
FORT +22 **REF** +9 **WILL** +9
Immune Fire, disease, thirst, mind-affecting effects, visual effects (blind)

Offense
Spd 90 ft Burrow 90 ft
Melee +26 bite (8d10 slashing, 20/x2 plus swallow whole)
Special Attacks Swallow Whole (6d10 slashing plus 2d6 acid, AC, hp 30)

Statistics
Str 41 **Dex** 13 **Con** 27
Int – **Wis** 12 **Cha** 3
Base Atk +18 **CMB** +42 **CMD** 53 (cannot be tripped, bullrushed or repositioned)

Ecology
Environment warm deserts
Organization solitary or in pairs
Treasure incidental

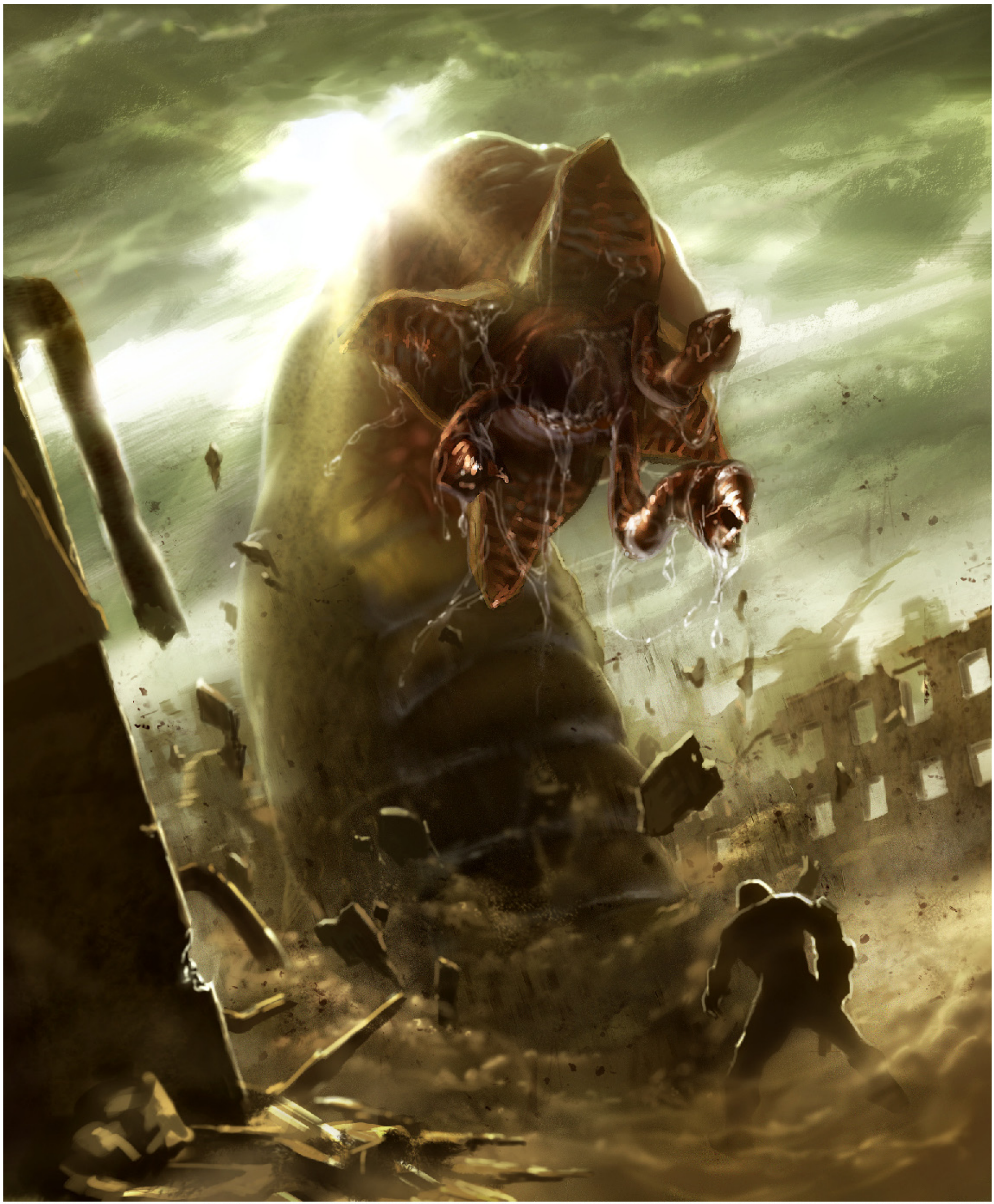
SPECIAL ABILITIES

Attacks Movement (EX)
The Juggernaut Worm gains a +5 insight bonus on attack rolls against creatures who have moved at least 30 ft along the ground within the last round.

Juggernaut Grind (EX)
The Juggernaut Worm's segmented body is protected beneath interlaced layers of jagged keratin armor that hardens to thorns the size of telephone poles. These plates constantly grind, helping the creature burrow and shredding unwary enemies that get too close. All creatures within 30 ft of the Juggernaut Worm suffer 6d10 slashing damage per round of exposure. A DC 32 REF Save negates the damage, but a new save must be made each round.

Worn Sign (EX)
The Juggernaut Worm's burrow ability is only usable through loosely packed sand or earth. If the Juggernaut Worm burrows within 100 ft of the surface of the ground the massive creature's passage triggers devastating quakes. This functions as an *earthquake* spell cast by a 20th level druid (DC 25), whose area is limited to the Juggernaut's Worm's path of travel. This is a non-magical effect.

If the Juggernaut Worm burrows between 200 ft and 100 ft beneath the surface, its passage is clearly visible as a disturbance in the sand, but does not cause earthquakes or significant tremors, though the presence of a Juggernaut Worm is obvious to seismic sensors.



NATURE

Juggernaut Worms are especially fearsome subterranean predators and scavengers native to the most dangerously arid and sun scorched desert planets. Juggernaut Worms are goliath armored arthropods several hundred meters long. Their heavily armored, thorny hides are shades of orange, ochre, brown and blood red. These creatures grow to enormous size and are effectively immortal unless destroyed with heavy artillery – their newborns are over fifty feet long and elder Juggernaut Worms can reach nearly a mile in length.

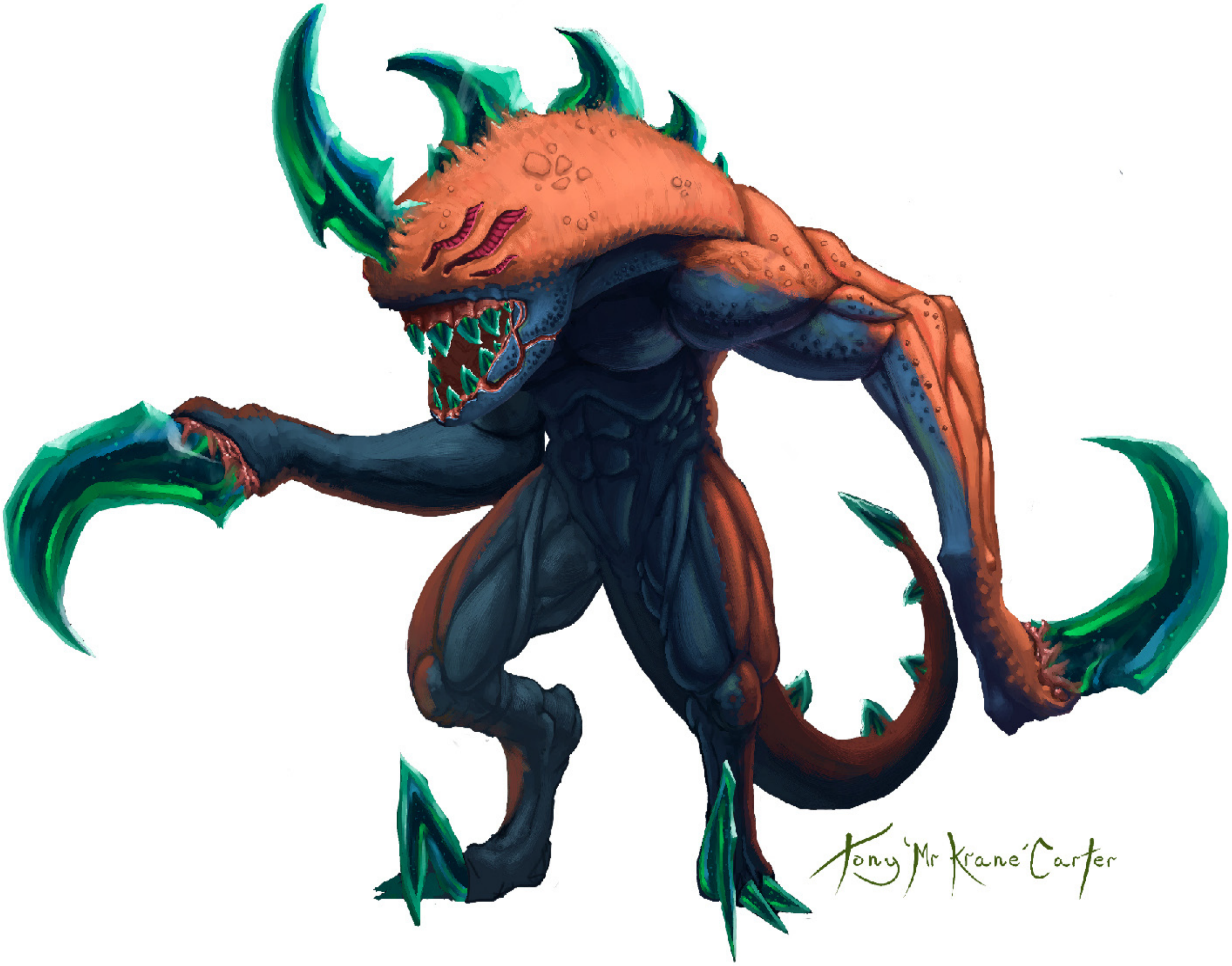
Their maw functions like an industrial rock crusher, and their unique metabolism can extract chemical energy from ore and silica if organic prey isn't available. The instinct-driven Juggernaut Worms are drawn to vibration and can clearly detect any prey larger than the average rabbit passing hundreds of meters overhead. If a juicy, man-sized target attracts their attention, the Juggernaut Worm bursts from the sands at incredible speed to devour its prey.

KAIJU, RIPPER – CR 19

Colossal N Dragon (kaiju)
XP 204,800
Init +17 **Senses** Darkvision 600 ft, lowlight vision, scent, Lifesense 3 miles, Perception +33

Defense
AC 42 **Touch** 16 **Flatfooted** 28 (-8 size, +13 DEX, +1 dodge, +20 natural)
HP 25d12 +250 hp (413 HP)
Damage Reduction 20/epic
Fast Healing 30
FORT +22 **REF** +27 **WILL** +19
Resist Acid 30, Cold 30, Electricity 30, Fire 30, Negative Energy 30, Sonic 30
Immune charm, compulsion

Offense
Spd 80 ft, Swim 160 ft
Melee two +30 claws (4d10+10 slashing, 18-20/x2) plus +30 bite (6d10 slashing plus 4d6 acid, 20/x3 plus swallow whole)



Special Attacks Clinging Slime Breath Weapon (120 ft cone, 6d10 acid plus entangled, R-DC 30 half, usable every 1d4+1 rounds), Hurl Foe, Rend (two claws, 4d10+10 slashing), Swallow Whole (6d10 acid, AC 20, 40 HP)
Special Qualities Amphibious, Ferocity, Massive, Recovery

Statistics
Str 30 **Dex** 36 **Con** 28 **Int** 3 **Wis** 20 **Cha** 11
Base Atk +25 **CMB** +48 **CMD** 71
Feats Bleeding Critical, Combat Reflexes, Critical Mastery, Critical Focus, Dodge, Improved Critical (claw), Improved Initiative, Mobility, Spring Attack, Staggering Critical, Toughness, Weapon Finesse
Skills Perception +33, Swim +46

Ecology
Environment any land or water (prefers to lair underwater)
Organization solitary
Treasure incidental

SPECIAL ABILITIES

Clinging Slime Breath Weapon (EX)
Targets damaged by the Ripper Kaiju's breath weapon and which do not make their REF Save for half damage are entangled by webs of sticky acid, gaining the grappled condition. These webs can be broken with a successful combat maneuver or Escape Artist check against the REF Save DC, or can be burned by inflicting at least 10 points of Fire damage.

Targets grappled by these sticky, acidic webs suffer half damage from the breath weapon for 1d3 rounds, or until they die or become free.

Potent Acid (EX)
The acid wielded by the Ripper Kaiju is especially potent. Acid Resistance and Immunity does not apply to this acid, except in the case of other Kaiju's Acid Resistance.

NATURE

Ripper Kaiju are fast. Far faster than anything more than 200 meters tall has any damn right to be. They can swim as gracefully as a dolphin, and move with equal grace and speed on land. Ripper Kaiju typically ignore lightly armed humanoids, though they might take an instinctive swipe at nearby vehicles. Even a human stupid enough to fire on the Ripper Kaiju with anything less than a field artillery unit might be ignored: their hides are so tough they don't even feel bullets, and are only dimly irritated by railgun fire. Only animals larger than elephant-sized are considered good prey for the nimble goliath. They prefer to hunt whales and other gigantic sea life, though particularly impressive Lifespawn represent a rich protein bounty, well out of proportion to their size.

Ripper Kaiju are representative of the largest non-Lifespawn superpredators the galaxy produces. Small numbers might be found, naturally occurring, on water-logged worlds. Quite a few make their homes on the most dangerous ***Inner Necklace*** water-worlds. These nimble behemoths are often pressed into service as war-beasts: ***The Chyss*** often drop juvenile Ripper Kaiju into the seas of worlds they wish to pacify. Other powers occasionally use similar tactics, including the ***Scraepers.*** The Quiniuq Grand Garden never uses Ripper Kaiju themselves, though they might harvest juveniles for sale to powers that do – the Quiniuq consider the beasts far more trouble then they're worth. To them eliminating a Ripper Kaiju infestation is harder than conquering a world in the first place.

Ripper Kaiju are horned bipeds taller than a skyscraper. Despite their billion-ton bulk, they are as nimble as a ballerina and uncannily flexible. The creature's talons and exaggerated display crests are luminous translucent crystal that sparkles with trapped starlight. Their vocalizations can be heard for miles, and are surprisingly beautiful, like strange bird calls.

VARIANT RIPPER KAIJU

The Ripper Kaiju can be a mechanical base for a variety of similar city-crunching creatures. The variant Ripper Kaiju creatures each wield a different type of energy. These easy-to-modify stat blocks allow you to quickly customize this fearsome giant, and really, what game master can't use some additional Kaiju at their disposal?

VARIANT CREATURE: NUKE RIPPER (CR 19)

The Nuke Ripper Kaiju is an electrically charged variant on the already impressive monstrosity. The creature's radioactive flesh is charged with chernov radiation, and it glows a sickly blue against the night.
The Tesla Ripper is modified from the base creature in the following ways:

- The Nuke Ripper is Immune to radiation and Fire.
- Remove the Nuke Kaiju's Clinging Slime Breath Weapon and Potent Acid attacks.
- Replace these attacks with the following attacks.

Radioactive Aura (EX)
A 500 ft radius around the Nuke Ripper is exposed to Intense Radioactivity. Creatures ending their turn in this aura must make a FORT Save to resist the radiation, as well

as suffering 4d6 points of Fire damage.

Nuclear Plasma Breath Weapon (EX)
The Tesla Ripper Kaiju gain the following breath weapon.

Nuclear Plasma Breath Weapon (1,000 ft line, 8d10 fire, R-DC 30 half, usable every 1d4+1 rounds)

Any creature or object damaged by the Nuke Ripper's breath weapon must succeed at a DC 30 FORT Save or immediately suffer 2d4+2 CON damage from intense radiation. Damaged objects remain Intensely Radioactive for 3d6 weeks and Moderately Radioactive for twice that length unless professionally decontaminated.

VARIANT CREATURE: TESLA RIPPER (CR 19)

The Tesla Ripper Kaiju is an electrically charged variant on the already impressive monstrosity. The creature's body crackles with electricity, and its forelimbs glow with internal power that is barely contained by its flesh.

The Tesla Ripper is modified from the base creature in the following ways:

- Add the Electrical Subtype.
- The Tesla Ripper is Immune to Electricity.
- Remove the Ripper Kaiju's Clinging Slime Breath Weapon and Potent Acid attacks.
- Replace these attacks with the following attacks.

Hypercharged Strikes (EX)
The Tesla Ripper Kaiju's talon attacks inflict an additional +2d10 points of electrical damage on a successful hit.

Lightning Strike Breath Weapon (EX)
The Tesla Ripper Kaiju gain the following breath weapon.

Lightning Strike Breath Weapon (1,000 ft line, 8d10 electrical, R-DC 30 half, usable every 1d4+1 rounds)

In addition, anytime the Tesla Ripper Kaiju uses its breath weapon attack, it generates a powerful electromagnetic surge. All non-magical, non-sentient electronic devices within one mile must succeed at a DC 30 FORT Save or be destroyed; even on a successful FORT Save, the device suffers 6d6 points of electrical damage.

Spell-like Abilities (Sp)
The Tesla Ripper Kaiju can use *sat-kill* as a spell-like ability once per day. The Tesla Ripper Kaiju may choose to activate this spell-like ability as a free action when it uses its breath weapon.

VARIANT CREATURE: RIPPER KING (CR 24!)

The Ripper King is a three-headed king of all monsters! This creature's body is a patchwork of conflicting clashing energies, and each resembles one of the Ripper Variants described here. The central head is that of a standard Ripper Kaiju, while the left is a Tesla Ripper, and the right is a Nuke Ripper.

- The Ripper King gains all immunities and powers of either variant Ripper Kaiju, as well as retaining all the abilities of the base creatures.
- The Ripper King may make up to three bite attacks when making a full attack. It must bite separate targets, unless its target is Size Gargantuan or larger.
- The Ripper King has three breath weapons, one for each of its head. Each's recovery period is tracked separately. The Ripper King can only activate one breath weapon per round, unless the creature uses its Omni-Breath attack.

Critical Breath (EX)
If the Ripper King scores a confirmed critical hit with either its claw or bite attacks, it may make a single Breath Weapon attack of its choice as a free action.

Omni-Breath (EX)
Once per encounter, as a full round action, the Ripper King may activate its trio of breath weapons. The areas of all three breath weapons must overlap, and those within save against each breath weapon separately. The Ripper King must have access to all three breath weapon options for this ability to function.

Vorpal Resistance (EX)
The Ripper King is three-headed, and thus partially immune to the effects of vorpal weapons. If a head is severed, the creature suffers no ill effects other then the loss of one of its breath weapon options, and suffering ongoing Bleed 20. All three heads must be severed to kill the Ripper King Kaiju.

KNOWLEDGE TICK – CR 8

Huge LN Aberration (psionic)
XP 4,800
Init -1 **Senses** Darkvision 90 ft, see invisibility, Perception +24
Languages Galactic Common, Proximite, Psyren, *truespeech*

Defense
AC 14 **Touch** 10 **Flatfooted** 14 (-2 size, -1 DEX, +3 natural, +4 deflection)
HP 12d8 +72 hp (126 HP)
FORT +10 **REF** +3 **WILL** +13
Immune INT drain or damage, compulsion effects

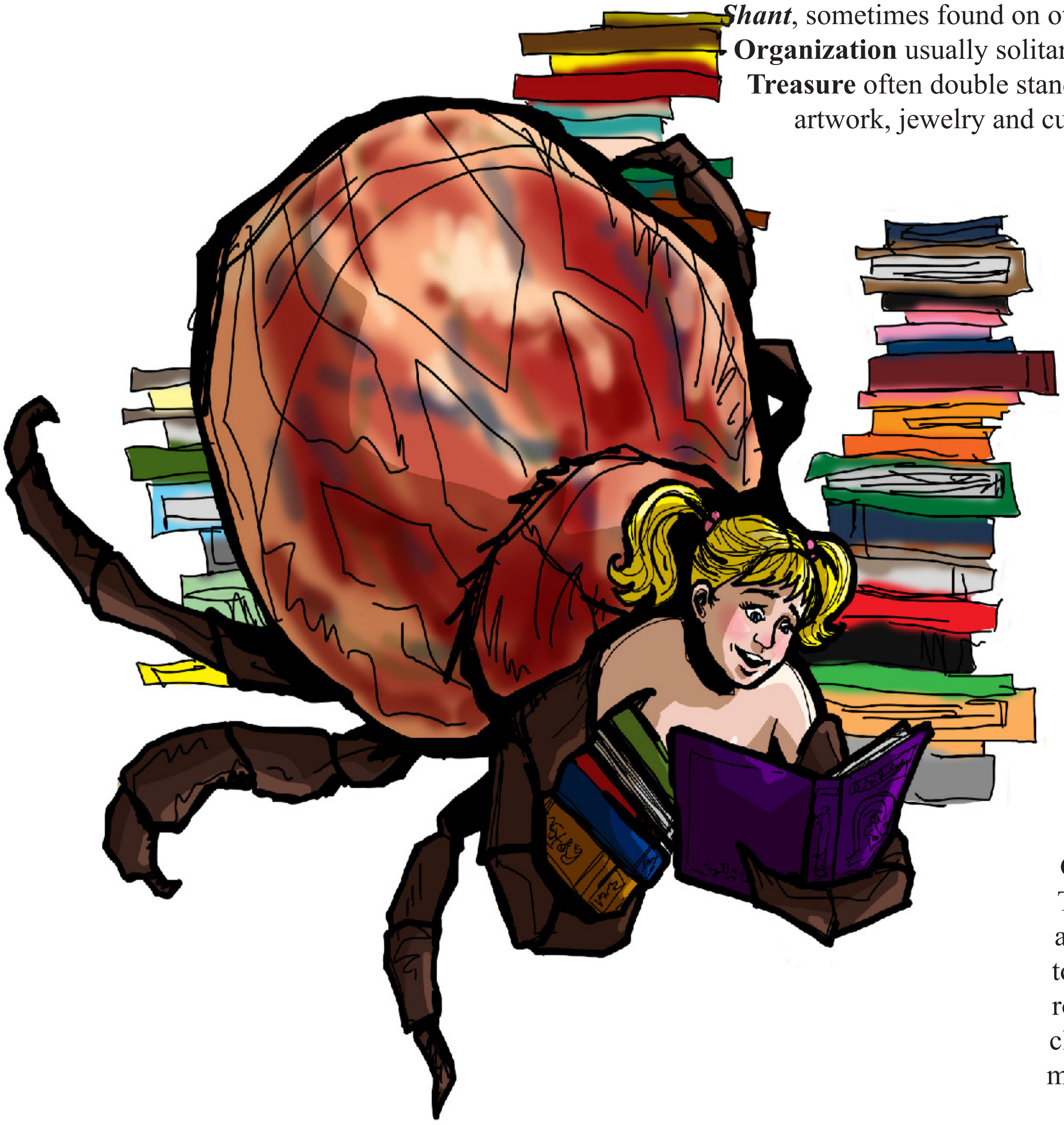
Offense
Spd 20 ft, Climb 20 ft, Burrow 10 ft
Melee two +17 cunning claws (1d8+10 slashing, 19-20/x2 plus 1d3 INT damage)
Spell-Like Abilities (CL 12th Concentration +22)
Constant – See Invisibility
3x/day – Suggestion, Mass (W-DC 26)
1x/day – Quickened Summon Monster V
- True Strike

Psi-Like Abilities (ML 12th Concentration +22)
Constant – Detect Psionics
- Read Thoughts
- Sense Minds

3x/day – Call to Mind

Statistics
Str 18 **Dex** 9 **Con** 23 **Int** 31 **Wis** 17 **Cha** 15
Base Atk +9 **CMB** +15 **CMD** 24 (28 vs trip, bull rush)
Feats Iron Will, Mastercrafter (scrolls via calligraphy), Skill Focus (perception)
Skills Bluff +16, Climb +27, Craft (calligraphy) +25, Knowledge (any nine, most commonly: Arcana, Behavioral Sciences, Dungeoneering, Civics, History, Geography, Local, The Planes, Religion, Technology) all at +25, Perception +24, Spellcraft +16 (racial modifiers: +8 Climb)
Gear ring of mage armor

Ecology
Environment warm deserts (native to the desert planet *Shant*, sometimes found on other hot worlds)
Organization usually solitary
Treasure often double standard – rare books, datafiles, artwork, jewelry and cultural artifacts only



SPECIAL ABILITIES

Appropriate Punitive Measures (SU)
As an immediate action, the Knowledge Tick may create any trap or hazard with a CR 6 or less within any square within 30 ft of her that she can clearly see. She may place the trap in a square currently occupied by another creature; in this case, any creature in the square suffers a -2 penalty on REF Saves against the trap's effects.

Cunning Claws (EX)
The Knowledge Tick applies her INT modifier to attack and damage rolls inflicted with her claws rather than her STR modifier.

Dangerously Cunning (EX)
The Knowledge Tick may take two immediate actions per round if she wishes.

Outwit (EX)
Once per encounter, the Knowledge Tick may add her INT modifier (+10) as a competence bonus to her Armor Class, or any saving throw category. This effect lasts for one round, and the Knowledge Tick may activate this ability as an immediate action.

NATURE

Knowledge Ticks (or *Assyion Teega*, as the race refers to itself) are an ancient breed of psi-sage, who prefer desert worlds baking in the heat of multiple stars. Seekers of knowledge come from across the galaxy to consult with the Knowledge Ticks, willingly giving up slender slices of their own precious brain matter for just a few minutes consultation. Though not physically dangerous and content to keep to their lairs, even the most desperate treasure hunters avoid raiding a Knowledge Tick's trove on the strength of the genius insects' fearsome reputations.

Knowledge Ticks are keenly perceptive, mildly precognitive and dangerously paranoid. Their termite-mound lairs are deathzones of complex, interlaced booby traps and lethal anti-theft countermeasures that the Ticks can unleash with a whispered word. The race uses its vast intellect to lethal effect. Knowledge Ticks are dangerously self-confident, relentlessly cheerful and so well protected behind centuries of galactic rumor that most never, ever feel threatened. Most tend to laugh off even the most obvious threats, and giggle girlishly as their attackers fall prey to concealed anti-matter mines.

Knowledge Ticks are bloated, soft bodied arthropods closely resembling a gigantic cousin of a Terran tick. Their thoraxes are bloated and translucent, blood and brain matter somewhat visible beneath their leathery flesh; light streams through their bodies and takes on oddly beautiful colors. Knowledge Ticks have the heads and breasts of ribbon wearing school-girls – protective mimicry, they glibly explain, explaining nothing.

Knowledge Ticks are specialized predators that feed on brain matter, primarily that of sentient creatures. They can survive on animal brain matter for a while, but such a diet lacks vital nutrients, and is tepid and flavorless. Their talons are specially evolved to slice through the dense bones of the skull and dissect the sweet nervous tissue within.

KYKLOS GENESEON – CR 17

Bloodline – The Senate
Gargantuan LN Construct (lifespawn)
XP 102,400
Init +0 **Senses** Darkvision 90 ft, lowlight vision, Lifesense 3 miles, Perception +27
Languages Celestial, Grey, Stonecutter, *truespeech*
Aura Elysian Gravity (100 ft, slain creatures affected as if by *trap the soul* W-DC 27negates)

Defense
AC 31 **Touch** 6 **Flatfooted** 31 (-4 size, +25 natural)
HP 23d10 +83 hp (210 HP)
FORT +7 **REF** +7 **WILL** +14
Immune construct immunities
Weaknesses Lifecount 3

Offense
Spd 50 ft
Melee four +29 claws (4d10+10 slashing, 19-20/x2)
Special Attacks Photonic Laser Breath Weapon (1,000 ft line, 16d10 fire, REF DC 25 half, every 1d4+1 rounds)
Spell-Like Abilities (CL 23rd Concentration +27)
Constant **–** trap the soul (as Elysian Gravity aura, W-DC 27)

Statistics
Str 30 **Dex** 11 **Con** **–** **Int** 14 **Wis** 21 **Cha** 19
Base Atk +23 **CMB** +37 (+39 disarm)
CMD 47 (51 vs trip, bullrush)
Feats Ability Focus (Elysian Gravity), Bleeding Critical, Cleave, Combat Expertise, Critical Focus, Improved Disarm, Greater Disarm, Great Cleave, Iron Will, Run, Power Attack, Toughness
Skills Heal +27, Knowledge (history and religion) both at +25, Perception +27

Ecology
Environment any land
Organization often accompanied by vast hordes of supplicants seeking eternal refuge within its Elysian Replica, as many as several hundred elderly and ill humanoids, mostly with negligible combat capabilities (level 1-3 Commoners, Experts or Aristocrats)
Treasure incidental (sometimes carried by supplicants)

SPECIAL ABILITIES

Elysian Gravity (SP)
This 100 ft aura surrounds the Kyklos Geneseon at all times. Any creature with an INT score of 3 or greater that dies within this aura is affected by *trap the soul* (W-DC 27 negates), save that a creature's corpse is not absorbed, only that creature's spirit. Lifechained creatures suffer a penalty on this save equal to their Lifecount.

If a creature is slain by the Kyklos Ganeson's Photonic Laser Breath Weapon, that creatue suffers a -2 penalty on their saving throw against this effect, which stacks with a Lifecount penalty, if applicable.

Elysian Replica (SU)
The vast, crystalline matrices on either side of the Kyklos Geneseon's flanks are a photonic storage medium capable of indefinitely containing at least 144,000 sentient souls outside their physical bodies. If the creature approaches its storage capacity, it can choose to release the eldest souls within the Replica to make room for new acquisitions. Those within this Elysian Replica experience it as a mostly Earth-like pocket reality which is an effectively infinite plane that encompasses a variety of biomes. The Kyklos Geneseon simulates a variety of animal and plant life for those within this simulation.

Creatures have a duplicate of their mortal body in this pocket reality, which resembles the creature at the prime of its life. Creatures within this pocket reality do not need to eat, drink, breathe or sleep, but can do so to achieve some specific benefit if they wish. A creature's powers and abilities only affect the Elysian Replica, and powers that involve planar travel or would extend outside the simulated reality simply fail to function.

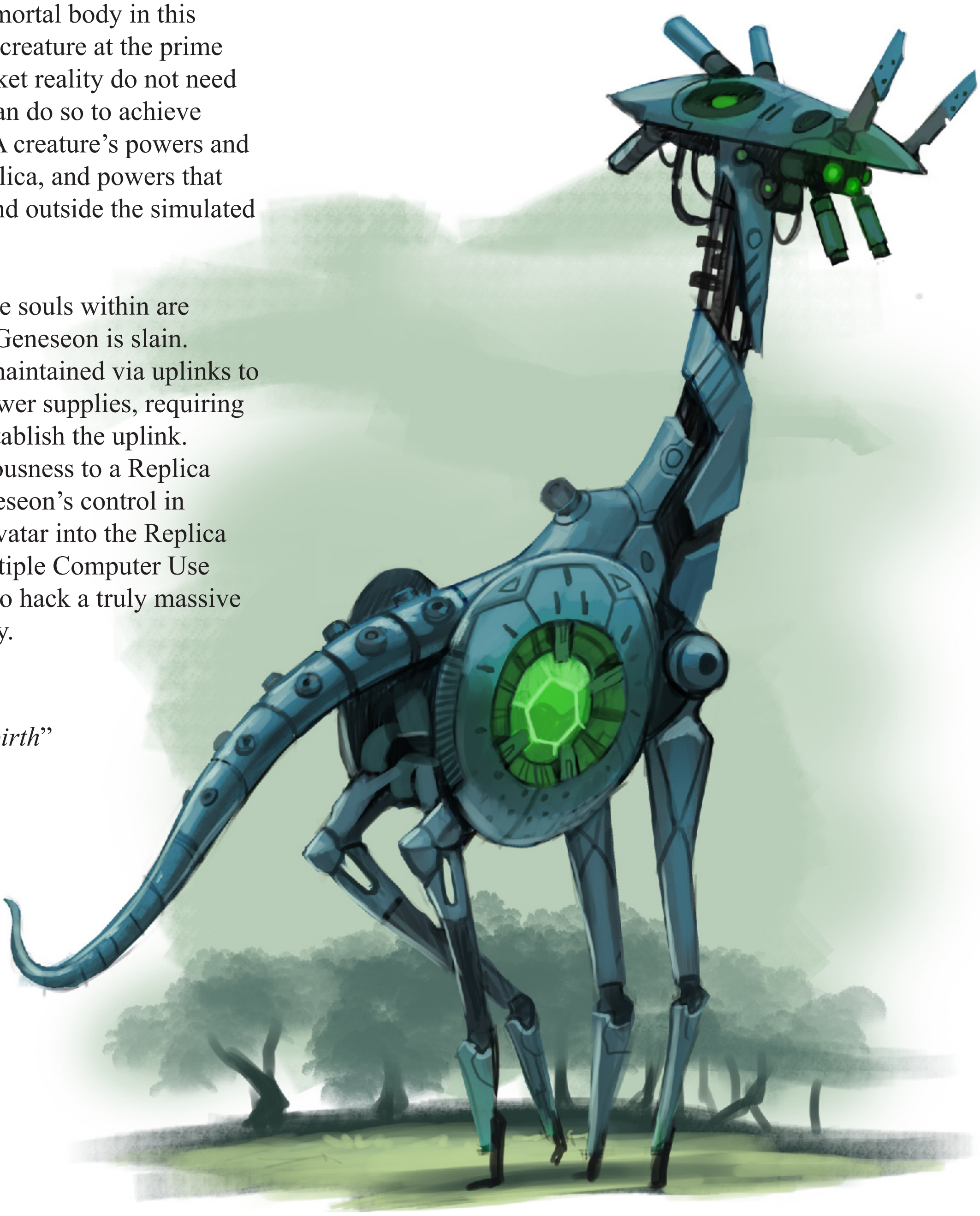
An Elysian Replica degrades and the souls within are released 3d6 days after the Kyklos Geneseon is slain. Before this time, a Replica can be maintained via uplinks to advanced computer systems and power supplies, requiring a DC 40 Computer Use check to establish the uplink. It is possible to link a living consciousness to a Replica maintained outside the Kyklos Geneseon's control in this manner, and project a virtual avatar into the Replica to explore it. Doing so requires multiple Computer Use checks to achieve, as if attempting to hack a truly massive system of almost infinite complexity.

NATURE

Kyklos Geneseon (lit: "*wheel of rebirth*" in Greek) are ancient immortality engines capable of creating a computer-generated afterlife that can sustain a soul outside its body, until the end of the Universal Iteration and possibly beyond. These impossibly ancient creatures who were a vital component of Second Iteration theo-technology. In ancient days, vast herds of Kyklos Geneseon preserved the souls of Senators and elite Choral diplomats, artists, heroes and nobles.

Today, with the support structure intended to assist the Kyklos Geneseon in their quest in time-lost ruins, the enormous mechaforms wander the galaxy seemingly at random. Some jealously guard whatever souls they preserved from the Second Iteration, despite the herds of pilgrims and supplicants that trail them endlessly, committing ritual suicide in their wake in hopes of entering the Elysian Replica. Others hunt Senator-bloodline Lifespawn, to add their souls to the Replica, willingly or not. Still others simply seek out any interesting soul, with a collector's dispassion, seeing their ever-changing Replica as an evolving work of art.

Kyklos Geneseon are gigantic mecha with a vaguely



giraffe-like morphology. They move with a slow majesty upon four stilt-like legs that end in sword-like edges. The creature's long, mechanical neck terminates in a elongated eyeless skull. The creature's blinding, blue-white laser emits from the tip of this needle-like beak. An enormous, multi-faceted jeweled disk weighing several tons hangs from each haunch; these matched crystals are the photonic storage medium for the creature's Elysian Replica. A Kyklos Geneseon's armored hull is a panoply of strong, electric blues, cobalts, navy and silver.

Kyklos Geneseon can be reasoned with and are not inherently hostile. It is possible to converse with one, and the creature will trade historical knowledge, but only if it is offered something that interests it. For most Kyklos Geneseon, this means information on the whereabouts of particularly interesting Senator-bloodline souls, interesting philosophical truths, or an agreement to allow the creature to take the supplicant's soul at some point in the near future. Kyklos Geneseon only resort to violence if directly threatened, or if a soul it wishes to add to its Replica resists its overtures.

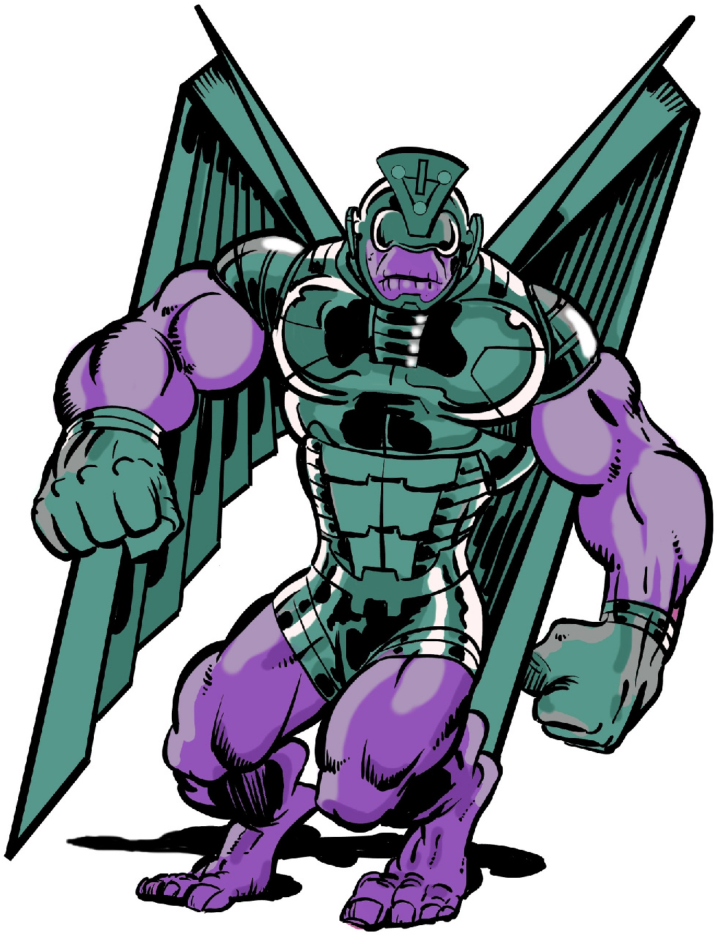
KORBUS – CR 4

Bloodline Unknown
Large LE Outsider (evil, extraplanar, devil, lawful, lifespawn)
XP 1,200
Init +1 **Senses** Darkvision 60 ft, *see in darkness,* Perception +9
Languages Aybssal, Infernal, *telepathy* 100 ft

Defense
AC 19 **Touch** 10 **Flatfooted** 18 (-1 size, +1 DEX, +3 natural, +6 equipment)
HP 5d10 +25 hp (80 HP)
FORT +8 **REF** +5 **WILL** +2
Immune Fire, Poison
Resist Acid 10, Cold 10
Weaknesses Lifecount 2

Offense
Spd 40 ft Flight 80 ft (average)
Melee two +10 slams (2d6+6 bludgeoning plus 1d6 sonic, 20/x2)
Ranged two +5 eye beams (3d6 fire, 20/x3, 50 ft range increment, single shot)
Special Qualities No Breath, Starflight
Spell-Like Abilities (CL 10th Concentration +6)
1x/day – Summon (1d6+1 Korbus, 100%)
1x/week – Plane Shift or Interplanetary Teleportation

Statistics
Str 22 **Dex** 12 **Con** 18 **Int** 6 **Wis** 12 **Cha** 10



Base Atk +5 **CMB** +12 **CMD** 23
Feats Hover, Toughness, Power Attack
Skills Fly +13, Intimidate +8, Perception +9, Stealth +6 (racial modifiers: +4 Fly)

Ecology
Environment any (native to deep space)
Organization solitary, pack (1d6+1) or swarm (3d6 or more)
Treasure standard

SPECIAL ABILITIES

Skull Splitter (EX)
The Korbus may make a melee slam attack as an immediate action that never provokes attacks of opportunity against any adjacent creature that is permanently deafened by its *thundering portals* trait.

Thundering Portals (SU)
Whenever the Korbus uses either of its spell-like abilities, a thunderous roar audible even in the airless void of space rattles the world. All creatures within 50 ft of the Korbus when it uses either ability suffers 6d6 sonic damage and are permanently *deafened*. A successful DC FORT Save halves the damage and negates the deafness.

NATURE

Korbus are fiercely obedient, fearlessly loyal and sadistic devils who willingly trade service with Lifespawn warlords in exchange for opportunities to kill, rape and plunder. A Korbus legion can easily turn the tide in a major military conflict, but the atrocities the creatures commit are intolerable for any government but the most corrupt and fascistic. Galactic law considers the mere presence of Korbus warriors to be a crime against all sentient life. The ***Stonecutter Mercantile Sphere*** refuses to recognize any government that has ever employed Korbus, even if atrocities cannot be confirmed, and will actively depose any ruler actively summoning or employing the devils.

Korbus are enormous, hyper-muscular bipeds with bruise-purple skin who stand almost nine foot tall. The creatures typically move in a crouch that hides their true bulk. Grey-green armor plating is bonded to their skins, and they fly on angular wings of the same cold metal. In flight, the creatures are utterly silent and surprisingly stealthy for their size. This is the only time they are silent: when in battle, they bellow and shout obscene war cries, and thunder rolls with every punch. When they summon more of their kind, it's as if the world has exploded – their portals loud and bright beyond human tolerance.

LADY MORGAN LE FEY – CR 13

Bloodline – The Singular
Medium LE Humanoid (human, lawful, lifespawn)
XP 25,600
Init +3 **Senses** Darkvision 60 ft, lowlight vision, *true seeing,* Perception +3
Languages Abyssal, Celestial, English, French, German, Infernal, Latin (possibly a few other Earth languages)
Aura Aura of Darkness (60 ft, evil allies gain Fast Healing 5 (good and magic) and Spell Resistance 19)

Defense
AC 21 **Touch** 17 **Flatfooted** 17 (+3 DEX, +4 armor +4 deflection)
HP 19d8 -19 hp (67 HP)
Fast Healing 5 (good and magic)
FORT +5 **REF** +9 **WILL** +15
Spell Resistance 19
Resist Electricity 5, Fire 5, Force 5
Weaknesses Lifecount 2

Offense
Spd 30 ft
Melee +15 unholy dagger (1d4+1 slashing, 19-20/x2)
Spell-Like Abilities (CL 19th Concentration +26)
At Will – detect magic
- Summon (4d6 Verth Battleslaves plus 1d6 Verth Batlemasters plus 1 Verth Sauceriod, 100%)
- Summon (1d3 Faustian Abyss, 66%)

1x/day – declare coven *(Choicer Magik Book I)*

Spellcasting (CL 19th Concentration +26)
Morgan Le Fey casts spells as a 19th level sorcerer.
***Ninth* (four slots) –** dominate monster (W-DC 28), gate, wish
***Eighth* (six slots) –** greater prying eyes, maze (W-DC 27), surf the nebula
***Seventh* (six slots) –** insanity (W-DC 26), interplanetary teleportation, mass hold person (W-DC 26)
***Sixth* (seven slots) –** create undead, form of the dragon I, shadow walk, summon monster VI
***Fifth* (seven slots) –** baleful polymorph (DC 22), contact other plane, lesser planar binding, major creation
***Fourth* (seven slots) –** arcane eye, bestow curse (W-DC 22), fear (W-DC 22), scrying

For the sake of brevity, spells of 3rd level and below are omitted. Morgan Le Fey is a quintessential evil sorceress, favoring illusion and enchantment spells that confuse her enemies, charm them or turn them into her minions. Morgan Le Fey is disgusted by Pleasure spells, and never uses this tactic.

Statistics
Str 11 **Dex** 17 **Con** 9 **Int** 19 **Wis** 16 **Cha** 23
Base Atk +14 **CMB** +14 **CMD** 27
Feats Ancient Magic, Arcane Shield, Awakened Heritage (Singular), Combat Expertise, Diviner's Delving, Greater Spell Focus (enchantment), Improved Counterspell, Reincarnate, Spell Focus (divination, enchantment)
Skills Bluff +30, Intimidate +30, Knowledge (arcana) +26, Knowledge (history, religion) both at +29, Spellcraft +26, Use Magic Device +29

Gear *+1 unholy dagger*, *+2 executive armor, ring of spell storing (breath of life), ring of spell storing (contingency: interplanetary teleportation), wand of magic missile, wand of fireball,* holy symbol

Ecology
Environment any (prefers to lair in Deep Space)
Organization accompanied by several LE Reincarnated Knight Cavalier 8-10, other powerful minions and possibly a ***Lifespawn Despot*** as consort
Treasure vast and incalculable, kept aboard her starship

SPECIAL ABILITIES

Ancient Magic (Sp)
Morgan Le Fey gains a +2 racial bonus on caster level checks made to overcome Spell Resistance, as well as a +2 racial bonus on caster level checks made to dispel.

Aura of Darkness (SU)
Morgan Le Fey is surrounded by a 60 ft aura of darkness and alien radiation. All evil-aligned allies within this aura gain Spell Resistance 19 and Fast Healing 5 (good and magic).

Commanding Retaliation (Sp)
If Morgan Le Fey is damaged by a confirmed critical hit from a creature with the Lifespawn subtype and survives, Le Fey can use it *geas/quest* spell-like ability against the attacker as an immediate action.

Confusing Touch (SU)
With a successful melee touch attack, Morgan Le Fey can impose the *flatfooted* condition until the touched creature next acts. This ability is usable 7x/day.

Sacrifice Minions (EX)
If an evil-aligned ally is within 30 ft of Morgan Le Fey, she may sacrifice one of these creatures as a swift action. Doing so negates the effect of a single attack against Morgan Le Fey, or allows her to automatically succeed at one Saving Throw of choice, regardless of the DC. The minion is destroyed completely, regardless of its Hit Point total.

Selfishness (SU)
When Morgan Le Fey witnesses a beneficial spell or spell-like ability cast within 30 ft, Morgan Le Fey can attempt to redirect the spell's energy to itself, gaining the benefit and denying it to its intended recipient. If Morgan Le Fey makes a successful opposed caster-level check, Le Fey gains the benefit of the spell and it is negated with regards to its original recipient. This ability is usable as a swift action up to five times per day.

NATURE

Morgan Le Fey is the antithesis and nemesis of the ***Reincarnated Knights***. Remembering the tragedies, toil and horror of her first life and death, Morgan Le Fey awakened in the future hungering for absolute power and control. With Earth holding little interest for her, and disdainful of the great xeno-powers, she keeps to the unknown regions of the Big Black, operating from an unregistered armada beyond civilized space. Morgan Le Fey is a pirate empress, commanding a rag-tag armada of corrupted Reincarnated Knights, demonic servitors and space scum of every description. She has formed a strong alliance with the Abyss, and several ***Faustian Abyss*** work directly for Le Fey, and the imperious sorceress-queen has dominated a vast population of ***Verth*** for use as disposable minions.

(If the gamemaster wishes to dramatically increase the combat capabilities of Le Fey's inner circle, you can use a slightly reskinned Genesis Machine Warlord as a new incarnation of her son, and lover, ***Mordred***.)

Morgan Le Fey is ambitious and cruel, enjoying tormenting her vassals, especially the women among them. After her death at Arthur's hands, but prior to this futuristic life, she was ***Elizabeth Bathory***, and she relishes what she did to pretty virgins in that incarnation. Her ambitions are hampered by her arrogant refusal to come to terms with modern technology. She can barely operate a palmtop computer, and more than once, her unfamiliarity with modern weapons and starships has lost her battles. She tends to overrule skilled commanders and advisors based on her own instincts, murdering anyone who disagrees, even her most skillful generals.

Morgan Le Fey is beautiful, haughty and exceedingly vain. She is terrified of aging, and of deforming wounds. She relishes this body's Lifespawned power, but is hesitant to fully explore her alien heritage. She's seen the bio-horror abominations that powerful Nemesis Lifespawn become, and refuses to become **that.** Le Fey is xenophobic and bigoted. She has little tolerance for non-humanoid aliens, especially Nemesis-blood Lifespawn. She has Nemesis Lifespawn executed across the length and breadth of her territory. What she does to the beautiful girl children of the Mother is even worse….

LIFESPAWN DESPOT – CR 14

Bloodline – Nemesis
Medium NE Monstrous Humanoid (lifespawn)
XP 38,400
Init +2 **Senses** Darkvision 90 ft, lowlight vision, Lifesense 10 miles, Perception +23
Languages Furroar, Draconic, Galactic Common, Grey, Shipper Patois

Defense
AC 31 **Touch** 15 **Flatfooted** 29 (+2 DEX, +8 natural, +8 armor, +3 deflection)
HP 19d8 +133 hp (219 HP)
Regeneration 10 (electric, fire)
FORT +19 **REF** +14 **WILL** +8
Resist Cold 10, Force 20
Immune Acid, Lifespawn immunities, fatigue, non-lethal damage, ability score damage and drain, sickened and nauseated conditions
Weaknesses Lifecount 5

Offense
Spd 50 ft
Melee +21/+16/+11/+6 gore (1d8+8 piercing, 20/x2)
Ranged +22/+17/+12/+7 acid spurs (2d4* acid plus *Nemesis Toxin,* 19-20/x3, 30 ft range increment) OR
Ranged +25/+20/+15/+10 HC pulse rifle (2d8+3 force, 20/x3, 100 ft range increment, semi-auto)

Statistics
Str 26 **Dex** 15 **Con** 25 **Int** 13 **Wis** 13 **Cha** 21
Base Atk +19 **CMB** +27 **CMD** 39
Feats Acidic Spur, Anatomical Superiority, Awakened Heritage (the Nemesis), Cleave, Endurance, Great Cleave Improved Critical (acid spurs), Power Attack, Primacy, Run, Weapon Focus (acid spurs), Weapon Focus (heavy charge pulse rifle)
Skills Acrobatics +19, Diplomacy +14, Drive +6, Intimidate +30, Knowledge (local, tactics) both at +11, Perception +23, Pilot +7
Gear +3 heavy charge pulse rifle of infinite ammunition, +2 breastplate, ring of protection +3, cloak of protection +1, 2x potion of haste, 2x potion of cure critical wounds

Ecology
Environment any
Organization solitary or mated pair; often commands a planetary military force and accompanied by less powerful Nemesis lifespawn honor guards
Treasure standard (including gear)

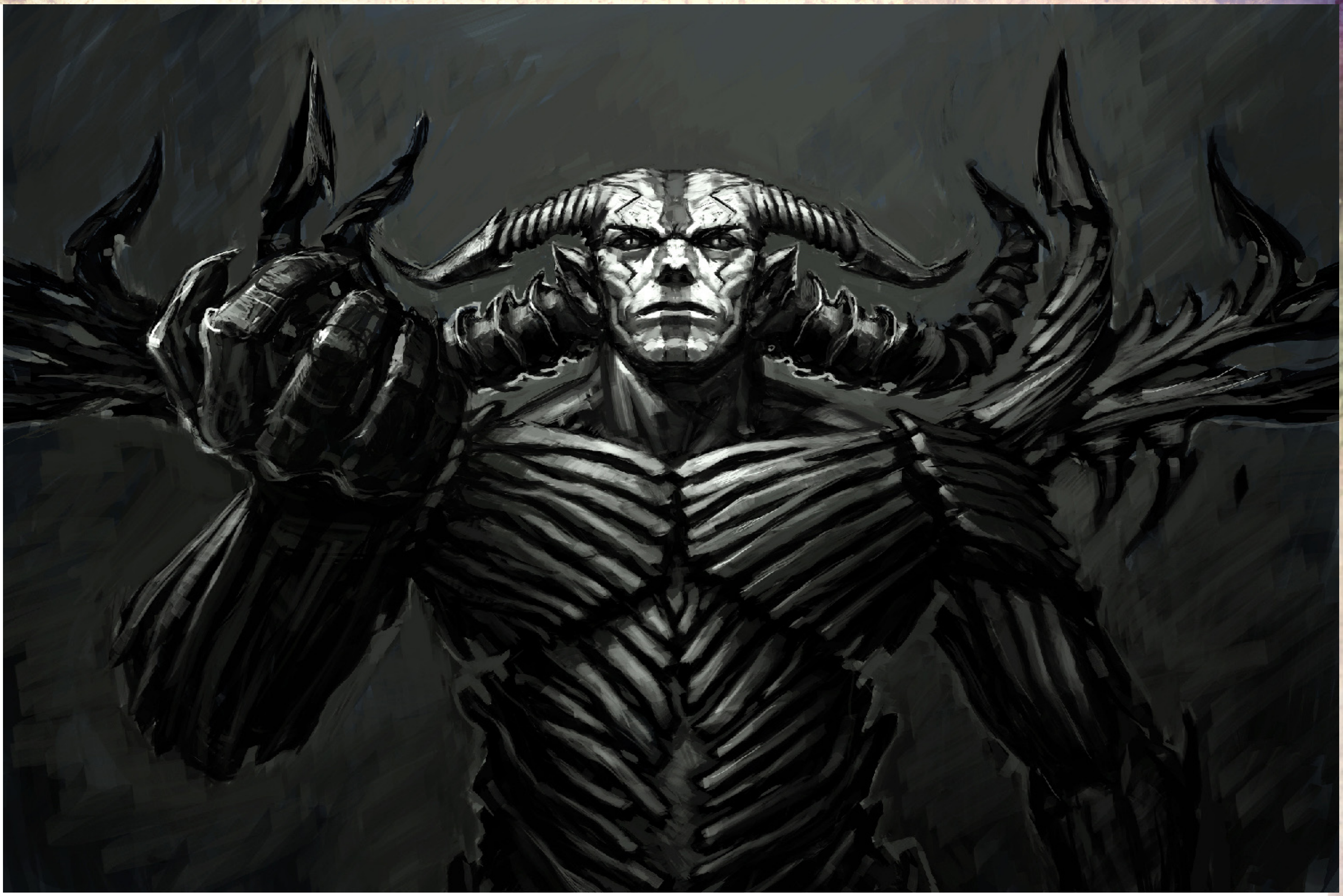
SPECIAL ABILITIES

Acidic Spurs (SU)
The Lifespawn Despot can fire extremely toxic quills loaded with virulent organic acids, as a ranged attack action. Acidic Spurs inflict additional 2d4 Acid damage per round for seven (7) rounds after damaging a creature, unless neutralized first. This additional damage increases to 2d8 Acid damage per round if the wounded creature also has the Lifespawn subtype.

Heavy Charge Pulse Rifle (EX)
The Lifespawn Despot rerolls any 1s rolled for damage with his Heavy Charge Pulse Rifle.

Killing Genome (SU)
Once per day, the Lifespawn Despot can reach out and kill lesser Lifespawn with only a thought, inducing ultra-rapid and extremely lethal genetic mutations and completely shutting down a victim's biology.

As an attack action, the Lifespawn Despot can cause the death of other Lifechained creatures. This ability affects any Lifespawn with fewer levels or HD than the Despot (19 HD), and has an effective range of 60 ft. This ability will



affect even Lifechained creatures immune to toxins and disease, but cannot affect a creature that is fully enclosed in an airtight or CBR resistant suit of armor or vehicle. This feat however cannot affect undead nor robotic Lifechained creatures, in the event that such odd creatures are allowed in your campaign.

A Lifespawn affected by this ability must succeed at a DC 20 FORT Save or instantly drop to –1 HP and begin dying. Creatures who succeed on the save still suffer 6d6 points of damage, which may be enough to kill them anyway, and if they survive they cannot be affected again by this feat for 24 hours.

Nemesis Toxin (SU)
Type: *injury poison*
Save: *FORT DC 27*
Frequency: *1/round for 6 rounds*
Initial Effect: *nausea for 1d4 minutes*
Secondary Effect: *1d2 CON*
Cure: *2 saves*

Any creature who takes damage from the Lifespawn Despot's Nemesis Toxin becomes bio-toxic in the extreme. Any creature that makes skin-to-skin contact with the initial victim must succeed at a DC 27 FORT Save or also contract Nemesis Toxin, as the poison is carried in the victim's sweat for one hour after the injury.

Alternatively, rather than rendering the victim bio-toxic, the Lifespawn Despot can instead use any of the following spell-like abilities on the victim as an immediate action: Bestow Curse or Baleful Polymorph. This alternate ability is usable up to 4x/day.

Primacy (SU)
The Lifespawn Despot's body transmits an intricate series of pheromones, quantum emissions and other psi-traces detectable by (and irresistible to) other Lifespawn.

Lesser Lifespawn are forced to treat the Lifespawn Despot's command emissions as unbreakable laws of nature, as shown below. This feat affects all Lifespawn creatures, even mindless creatures and those immune to mind influencing effects, and requires no action on the part of the Lifespawn Despot.

- Non-Lifespawn creatures are immune to the effects of this ability.

- Lifespawn creatures with 20+ HD greater than yours are immune to the effects of this ability.

- Lifespawn creatures with between 10 and 19 HD equal cannot ever make an attack of opportunity against the Lifespawn Despot.

- Lifespawn creatures with 9 or fewer HD attack the Lifespawn Despot or take any direct hostile action against the Despot.. There is no limit to the range which this feat can 'pacify' a hostile Lifespawn. Affected lesser Lifespawn can still take indirect action to harm the Despot, plot against the Despot, attack the Despot's allies or act against the Despot in other indirect ways.

- Lifespawn creatures with 4 or fewer HD cannot directly attack the Lifespawn Despot, nor any known allies of the superior Despot, so long as the protected allies are within 60 ft of the character.

A Lifespawn creature's Lifecount reduces its effective HD by an amount equal to its Lifecount. For example, an 8 HD Outsider with a Lifecount of 2 would count as a 6 HD creature for purposes of determining how and if it is affected by this ability.

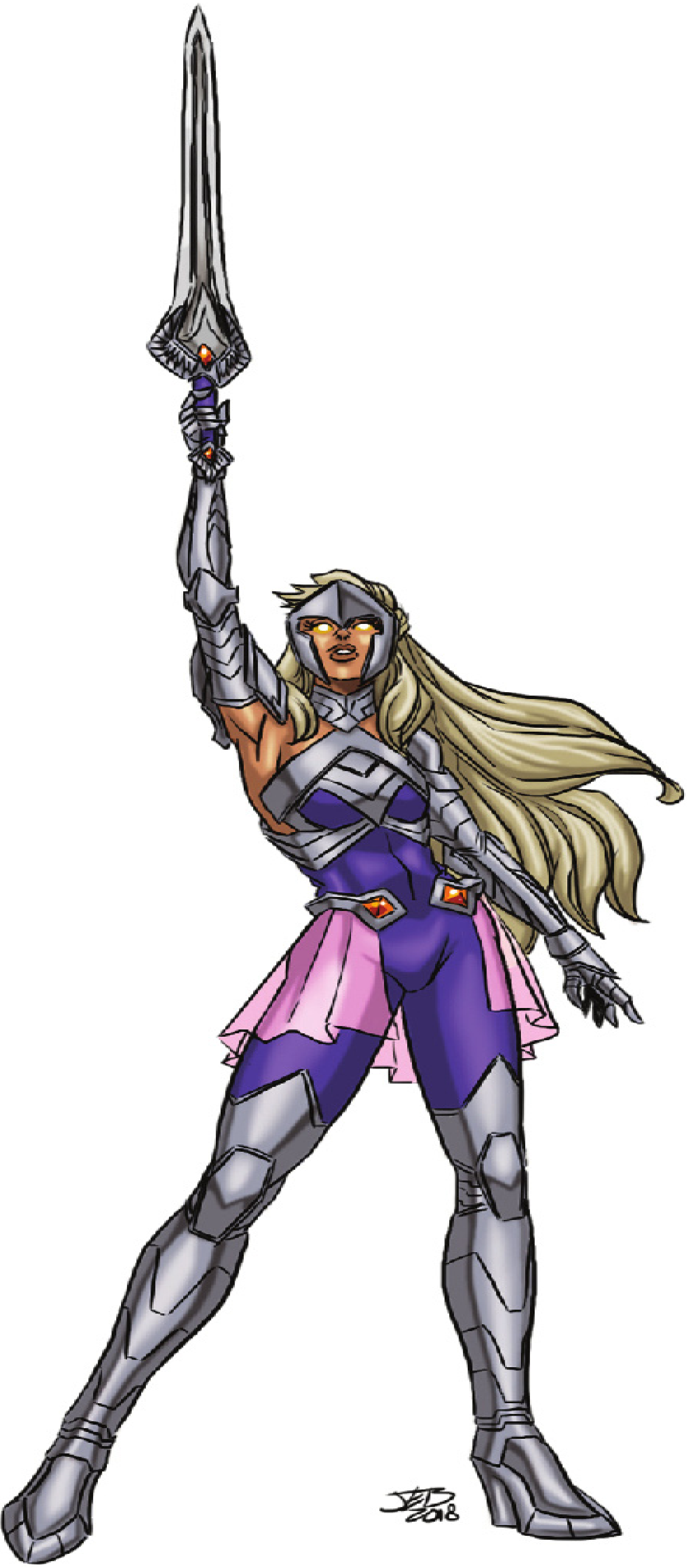
Toxic Touch (SU)
With a successful melee touch attack, the Lifespawn Despot can cause a creature who has successfully made an initial FORT Save against poison or disease within the last round to roll a new FORT Save, at the same bonuses or penalties as the initial save. If this second save fails, the creature is affected by the disease or poison. This ability is usable 4x/day.

NATURE

Lifespawn Despots rise to power in the churning, hyper-Darwinistic cauldron of a planetary Lifespawn eco-system. Stronger, smarter, hyper-adaptable and blessed with a lethal genetic heritage hiding in their marrow, most Lifespawn Despots emerge from the common herd of their species as powerful warlords. Soon, the streetgangs that nurtured them become organized militia, before evolving into a global power with the Lifespawn Despot at the head. Even if a Lifespawn Despot does not rule their birth world openly, they are dangerous enough, and well connected enough that even the great powers are forced to deal with them as an equal. The deadliest examples of the breed might boast a small stellar empire or pirate armada; the ***Bleakmoon Tyrant's*** criminal cult is lead by a cadre of trusted Lifespawn Despots who serve as the Tyrant's generals. Often, individual Lifespawn Despots are one-person evolutionary bottlenecks. As warlords, they can inflict such massive causalities, and they father so many children in their breeding harems that they forever stamp a world's evolution with a potent ***Nemesis Lifespawn*** infection.

Lifespawn Despots are arrogant and cocky, confident in their untouchability, both in terms of political protection and pure physical prowess. They stride into battle like incarnate gods, wearing deliberately archaic and beautifully gilded armor shining with alien gems, wearing heraldic cloaks as bright as a sunrise. Their own bodies are every bit as beautiful – a perfect physique with athletic sleekness and without a wasted ounce of fat. Their skin tone shifts from the norm for their species at their breast, throat and face to glossy blues, toxic greens and bold red at the extremities.

Though the Lifespawn Despot carries a modern energy rifle, he much prefers the intimacy and lethality of his innate weapons. Twin horns of black keratin splashed with red rise from muscular shoulders, while small, dripping apertures in each forearm allow the Lifespawn Despot to fire xeno-toxic bone darts. In a flashy display of criminal machismo, the Lifespawn Despot will almost always discard the gun in favor of fighting with fists and spines, especially if challenged by a healthy Lifespawn rival. The Lifespawn Despot's deep need to prove his dominance over his own kind is his only real weakness.



LIFESPAWN PRINCESS – CR 11

Bloodline – Fencers
Medium LG or NG Humanoid (human, lifespawn, psionic)
XP 12,800
Init +2 **Senses** Lowlight vision, Lifesense 1 mile, Perception +18
Languages Celestial, Galactic Common, Psyren, maybe 1-2 others
Aura Aura of Courage (30 ft, as paladin class feature)

Defense
AC 28 **Touch** 18 **Flatfooted** 26 (+2 DEX, +2 competence, +10 armor, +4 shield)
HP 16d8 +32 hp (104 HP)
Damage Reduction 5/-
FORT +13 **REF** +8 **WILL** +5
Immune radiation, suffocation, vacuum (No Breath)
Weaknesses Lifecount 1

Offense
Spd 40 ft
Melee +20/+15/+10 allying greatsword (2d6+8 slashing, 19-20/x2) **OR**
Melee vital strike +20 allying greatsword (4d6+8 slashing, 19-20/x2)
Special Attacks Mega-Breath (full round action, 60 ft line, 4d6 non-lethal bludgeoning and blown away/checked, F-DC 21 negates; usable 9x/day)
Special Qualities No Breath
Psi-Like Abilities (ML 16th Concentration +20)
At Will – absorb weapon
- bio-feedback (augmented to DR 5/- figured into stat-block above)
- entangling strike
- force screen (figured into stat-block above)
- grip of iron
- repositioning strike
- summon (finery and armor ability)

3x/day – reposition (W-DC 20)
- summon (2d4 Pallantid Knights, 75%)

Statistics
Str 22 **Dex** 15 **Con** 14 **Int** 17 **Wis** 9 **Cha** 18
Base Atk +12 **CMB** +18 (+20 disarm) **CMD** 30
Feats Awakened Heritage (Fencers), Combat Expertise, Cleave, Improved Disarm, Power Attack, Massive Strength, Mega-Breath, Vital Strike, Weapon Focus (great sword)
Teamwork Feats Outflank, Paired Opportunists, Swap Places
Skills Acrobatics +21, Craft (blacksmith) +25, Bluff +20, Diplomacy +23, Heal +4, Knowledge (civics history) both at +10, Ride +9, Perception +18, Pilot +9

Gear *+4 benevolent breast plate, +2 allying great sword, cloak of resistance +1,* palmtop computer

Ecology
Environment any
Organization solitary, small units of 2-5 or accompanying Mother-bloodline Lifespawn such as ***Pallantid Knights;*** often accompanied by a Land Mount of choice, ***Jauntsnarls*** are a particular favorite
Treasure standard (including gear)

SPECIAL ABILITIES

Fencer Bloodline (SU)
The Lifespawn Princess becomes proficient with any Exotic Melee weapon that inflicts slashing damage after merely handling it for one minute.

The Lifespawn Princess may give any slashing weapon she is wielding the *vorpal* property as a swift action. She may use this ability a total of 7 rounds per day. These rounds need not be consecutive, but must be taken in one round increments.

Finery and Armor (Ps)
The Lifespawn Princess can summon her combat gear as a full round action, so long as she and it are on the same plane. This is effectively a *psychoportation* effect. She is typically garbed in a noble's outfit outside combat; this clothing is displaced by her combat armor when she uses this ability.

Massive Strength (SU)
The Lifespawn Princess is superhumanly strong. Her lifting and carrying limits are 100 times the norm for a creature of her size and strength. Her maximum load is 520,000 lbs.

Mega-Breath (SU)
The superstrong Lifespawn Princess can exhale a line of hurricane force winds as a full-round action, which function as a breath weapon. This 60 ft line of air is equivalent to tornado force winds. All creatures and objects suffer 4d6 non-lethal bludgeoning damage, and creatures of Size Large or smaller must succeed at a DC 21 FORT Save or be blown backwards to the end of this line or checked on a successful save. Huge creatures are checked on a failed save, or suffer no penalty on a successful save. This ability is usable up to nine times per day.

NATURE

Lifespawn Princesses are the scions of proud, heroic bloodlines that have upheld the principles of justice, mercy and honor since the dawn of the ***Current Iteration***. These idealistic young warrior women begin sword and foot-work training soon after they first begin to walk, and as their physical skills improve, the real lessons begin. Lessons in history and rulership make them competent administrators, while mastery of esoteric mental disciplines make them highly skilled psi-warriors.

Lifespawn Princesses are often, as their name implies, planetary royalty on human-held worlds with proud Lifespawn heritages. They rule city-states, lead armies, and are the first line of defense against cosmic predators such as the ***Nazarhak Horde***, an incursion by a ***Lifespawn Despot*** or ***Solix Verion's*** armies, or worse things. Necklace solar systems blessed to be ruled by a Lifespawn Princess and her dynasty tend to be oasis of civilization, art, culture and trade in an otherwise savage sector of space. Other Lifespawn Princesses are found on ***Skygard***, the noblest and most powerful daughters of the other-dimensional fortress-city.

Lifespawn Princesses are tall, athletic women whose skins might be any Earth-native shade or a dozen more exotic colors. Their armor and great swords are master-pieces of polished titanium inlaid with platinum and silver. They give their swords proud names and are chivalrous, indomitable warriors. When a Lifespawn Princess fights, she focuses on being the front wedge of any assault, protecting and enhancing her vassals and subordinates. She's got a bit of a martyr-streak, but while she's courageous, she isn't suicidal, and will retreat if the situation is overwhelming. She's got a decent head for tactics.

MEGADEATH RUIN – CR 26

Colossal CE or NE Undead
XP 2,547,600
Init +2 **Senses** Darkvision 25 miles, lowlight vision, *lifesense* 25 miles, scent, Advanced Long Range starship sensors, Perception +7
Languages at least 1d4+1 galactic languages of choice, reflecting the population that previously inhabited the ruin
Aura Gravity Sink (4 space hexes, ships cannot travel into Hyperspace and are pulled into real space unless they succeed at a DC 50 Pilot check)

Defense
AC 49 **Touch** 2 **Flatfooted** 47 (-8 size, +2 DEX, +45 natural)
HP 50d8+ 750 hp (975 HP)
Regeneration 45 (Regeneration is shut down for 2 rounds after Resurrection Vulnerability is activated)
FORT +31 **REF** +18 **WILL** +36
Damage Reduction 20/good and epic **Spell Resistance** 40
Immune undead immunities, Turning Immunity
Weaknesses Resurrection Vulnerability

Offense

Spd 500 ft Flight (poor) 500 ft Space Flight (perfect)
Melee multiple +43 Impaling Wires (2d6x10 piercing plus impaled and Bleed 20, crit 20/x3)
Ranged 1d4+1x +32 persistent particle beams (10d6 ballistic, 20/x2, 2,500 ft range increment, single shot)
Special Attacks Necrotic Barrage
Special Qualities Freeze (a derelict space station), Starship Scale

Statistics

Str 36 **Dex** 15 **Con** – **Int** – **Wis** 25 **Cha** 39
Base Atk +38 **CMB** +51
CMD 63 (immune to almost all combat maneuvers due to sheer size and bulk)

Ecology

Environment deep space
Organization usually inhabited by vast hordes of Undead created from its slain crew
Treasure double standard (or more)

SPECIAL ABILITIES

Gravity Sink (SU)

The Megadeath Ruin is a whirlpool of necrotic energy as inescapable as the event horizon of a black hole. Any starship passing within four space hexes of an awaiting Megadeath Ruin must succeed at a DC 50 Pilot check or be pulled out of hyperspace and into regular space in a random hex within 1d4 hexes of the Megadeath Ruin.

Failure on the check by more than 10 points indicates that the starship's engines are damaged by the rapid shunt into real-space, with the vessel's engines gaining the Glitching condition. Failure by more than 20 points imposes the Malfunctioning condition on the starship's engines instead.

No starship can enter hyperspace within four space hexes of a Megadeath Ruin.

Impaling Wires (EX)
The Megadeath Ruin can animate any part of its rotting hull and crumbling infrastructure to attack anyone stupid enough to venture inside its bulk. The Megadeath Ruin may make one Impaling Wire melee attack at its highest base attack bonus against every opponent anywhere within itself or moving along its outer hull. These wires are considered to have 20 ft reach against targets that are flying a short distance above the Ruin's outer hull.

Targets damaged by Impaling Wires are pierced through, hung and impaled on cold, rusting steel and titanium. The target cannot move from the square where they were damaged through ordinary movement, and suffers ongoing Bleed 20. A creature can try to rip free from the Impaling Wires with a successful DC 28 STR check or DC 30 Escape Artist check. Regardless of the success or failure of the check, the impaled creature takes 6d6 piercing damage as they attempt to pull free.

Malicious Failure Points (SU)
The Megadeath Ruin can conjure any single trap or hazard appropriate to a space station setting of CR 12 or less per round as a swift action. The Megadeath Ruin can conjure this trap anywhere within its structure.

Necrotic Barrage (SU)
As an attack action, the Megadeath Ruin can automatically damage all targets within a single firing arc out to a range of 8 space hexes, hyper-accelerating fragments of its own crumbling superstructure into a rain of deadly flachettes charged with life-snuffing energy.

All targets within the chosen firing arc suffer 4d6x10 points of damage, half of which is piercing damage and half of which is profane damage. The profane damage inflicted by this weapon ignores a target's shields (if any) and applies damage direct to the target vessel's Hull Points.

Resurrection Vulnerability (EX)
If raise dead is cast upon the Megadeath Ruin, and penetrates its Spell Resistance, the Megadeath Ruin suffers 1d4 negative levels. If true resurrection is cast upon the Megadeath Ruin instead, the Ruin suffers 2d6 negative levels. If the Megadeath Ruin gains more than 50 negative levels it is destroyed. This overrides the more general undead immunity to level loss. Using either spell in this manner does not require an expensive material component.

The Megadeath Ruin may make an immediate Impaling Wires attack at its full base attack bonus against any creature that successfully casts either spell against it.

Spawning (SU)
A creature slain by the Megadeath Ruin rises as an uncontrolled undead 1d4+1 rounds after its demise. The type of undead created is up to the game-master, but is typically a very high level undead capable of creating its own spawn, such as a Bodak, Devourer, Wraith or similar threat. These creatures are not under the direct control of the Megadeath Ruin, but are typically friendly towards it, and aware of the benefits lairing within the massive Ruin provides.

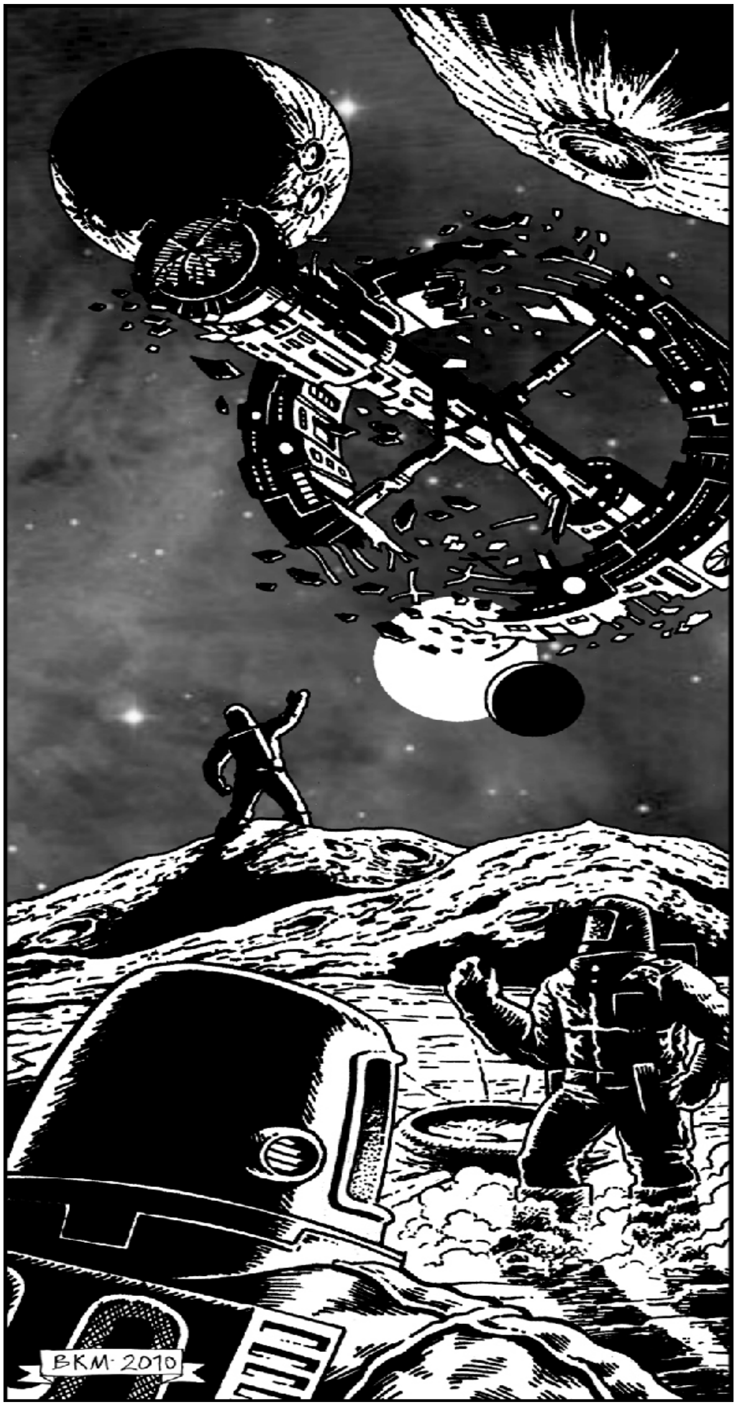
Turning Immunity (EX)
The Megadeth Ruin cannot be harmed by channeled positive energy, nor can it be turned. All undead within the Megadeath Ruin gain Channel Resistance +6.

MEGADEATH RUIN (ABBREVIATED STARSHIP STATISTICS)

Colossal Space Station – Tier 20+
Speed 2 **Maneuverability** clumsy (turn 4)
Hyper Drive: 0.5
AC 47 **TL** 53
HP 975 (regenerates 45 HP at beginning of each engineering phase)
DT 20 **CT** 195
Shields none
Sensors Advanced Long Range
Attack
Any Arc
Necrotic Barrage (Direct Fire, Medium Range, All targets in single firing arc, always hits. 4d6x10 piercing/profane. Profane component ignores shields, does damage direct to HP.)

Forward Arc
Two Lashing Cables and Antenna +43 (Direct Fire, 2 Hexes. 2d6x10 slashing, Broad Arc, Ripper)
Persistent Particle Beam +32

Special
Rend Starship – After successfully hitting a starship with its Lashing Cables attack, it can grapple that starship, preventing it from moving from the hex where it was damaged. Doing so imposes a -4 penalty to AC to the starship, inflicts a -4 penalty on Piloting checks, and halves the Shields in one arc of the captive starship, of the Megadeath Ruin's choice. Each round the starship remains captured, it suffers Lashing Cables damage automatically. The captured starship can break free with a DC 28 Piloting check, which is considered a stunt.



NATURE

A single moment's carelessness, a disastrous tactical error, an act of sabotage or an uncontrolled xeno-infection can doom millions. Megadeath Ruins are the result of such a cosmic tragedy, created from the tortured souls and bleeding titanium of a fallen space station, capitol ship or other galactic mega-structure. A Megadeath Ruin has no trace of sentience, no shred of mercy, only a lethal hatred for the living and a hunger for life. Each soul slain by the Ruin joins the incoherent, riotous mass of undead aboard the once-mighty station, further enraging and maddening the Ruin.

Each Megadeath Ruin resembles the blasted, radiation scarred hulk of whatever ship or station it once was. Long years of exposure to hard vacuum and the scars of whatever destruction visited the mega-structure have robbed the Ruin of whatever beauty or safety it once possessed. Yawning, black corridors stretch through a hull whose angles have been skewed by nuclear missile impacts. Shattered computer consoles displaying the last, static-shot seconds of horrific goodbye messages hang from sparking wires. Steel and plastic is melted by intense heat or made lethally brittle by absolute zero cold. The Megadeath Ruin is an apocalyptic Hell House stretching across kilometers and through hundreds of decks.

If discovered, or when it pulls a starship into its orbit with its infernal gravity, a Megadeath Ruin will allow salvagers and spacers to explore its darkling bulk for hours or even days. Though less sentient than a hungry predator, the Megadeath Ruin has a dim, low cunning that allows it to lurk unnoticed in hopes of attracting the maximum number of potential victims. If its deception is uncovered, the Megadeath Ruin strikes without mercy. It always attempts to destroy nearby starships (even if those are already crippled by its Gravity Sink effect) to prevent prey from escaping. If the Megadeath Ruin can force its victims to take shelter inside itself (where it can kill them far more easily), it will do so.

SCALING UP PAST THE POINT OF INSANITY

The Megadeath Ruin presented here is a massive space station several kilometers in length, weighing at several billion tons. By galactic scale, Megadeath Ruins of this caliber are dwarfed by the ghostly remnants of truly massive mega-structures. Dyson spheres and ringworlds have an orbital diameter greater than the entire inner solar system, and might boast an internal volume more than one hundred million times greater than Earth's. The Megadeath Ruin presented here would be nearly invisible against one of these dark goliaths!

Treat larger Megadeath Ruins as a gaming environment rather than a singular opponent. This ruined, decaying mega-structure is a dangerous, often *unhallowed* or *desecrated* tomb the size of an entire solar system. The lethal, maze-like ruin is choked with a plethora of malfunctioning constructs, viscous, starving undead and perhaps some extremely sinister Lifespawn threats. To destroy the goliath Megadeath Ruin, the players must annihilate dozens of CR 26 Megadeath Ruins and other epic-level threats, each representing vital systems that must be exorcised. Exorcism, in this context, meaning blasting the shit out of them with nuclear warheads.

MEMEMANDER – CR 1

Small N Animal (psionic)
XP 400
Init +1 **Senses** Lowlight vision, perceive unencrypted radio/television, and wifi signals, Perception +7

Defense
AC 13 **Touch** 12 **Flatfooted** 12 (+1 size, +1 DEX, +1 natural)
HP 2d8 -2 hp (7 HP)
FORT +2 **REF** +4 **WILL** +2
Resist Acid 5

Offense
Spd 20 ft
Melee +2 bite (1d4-1 piercing plus 1 acid, 20/x2)
Special Qualities Amphibious
Psi-Like Abilities (ML 2nd Concentration +2)
At Will – distract (W-DC 10)
- empathic transmission (W-DC 11)

Statistics
Str 6 **Dex** 13 **Con** 8 **Int** 2 **Wis** 14 **Cha** 10
Base Atk +1 **CMB -2 CMD 9**
Feats Weapon Finesse
Skills Perception +7, Swim +7

Ecology
Environment warm marshes and water
Organization mated pair (often found alongside a clutch of 2d6 young)
Treasure none

NATURE

Mememanders are canine sized, multi-limbed lizard-things that prefer lounging in warm mud and using their natural hypnotic talents to force prey to walk itself right into their slobbering jaws. Somehow, the animal's brain structure functions as a high-gain organic receiver, allowing the creatures access to the entire electromagnetic spectrum. Photocells on the reptile's spinal crest can display disjointed snatches of captured signals with the clarity of a pricy home theater.

The Mememander has no comprehension of the junk media it's displaying, but laces the random images with natural subliminals that fascinate creatures and make them dangerously friendly towards the creature. Anything smaller than itself, the Mememander just eats. However, if the creature manages to hypnotize an intelligent biped, it is just barely clever enough to make itself a beloved pet. Prolonged exposure to a Mememander can lead to dangerous psychological addiction; suicide is a very real risk for someone freed from a Mememander.

MERCER – CR 1

Medium LN Humanoid (amphibious) Warrior 3
XP 400
Init +2 **Senses** Lowlight vision, Perception +4
Languages Aquan, Galactic Common

Defense
AC 17 **Touch** 12 **Flatfooted** 15 (+2 DEX, +5 armor)
HP 3d10 + 3 hp (20 HP)
FORT +4 **REF** +3 **WILL** +2

Offense
Spd 30 ft (25 ft in armor), Swim 20 ft
Melee +4 tonfa (1d6+1 bludgeoning, 20/x2)
Ranged +6 Browning BPS shotgun (2d10 ballistic, 20/x2, 30 ft range increment, single shot, 5 internal)
Special Qualities Amphibious

Statistics
Str 12 **Dex** 15 **Con** 12 **Int** 11 **Wis** 13 **Cha** 11
Base Atk +3 **CMB** +4 **CMD** 16
Feats Combat Reflexes, Weapon Focus (shotgun)
Skills Intimidate +6, Perception +4
Gear advanced space suit, Browning BPS and 20 spare shells, tonfa, canteen

Ecology
Environment any (usually urban or deep space, prefer cool, wet worlds)
Organization solitary, pair, or squad (2d4 + 1 Mercer Fighter 3-5 as squad leader)
Treasure standard (including gear)

SPECIAL ABILITIES

"He Pays the Bills" (EX)
Mercers fight their best when adjacent to the person who hired them. When adjacent to any ally who has given them money or valuable goods as payment or a gift within the previous 24 hours, the Mercer receives a +1 morale bonus on attack and damage rolls.

NATURE

If the amphibious, vaguely frog-like Mercer species ever had a real designation, it's long since forgotten. These days, the race gets its name from its members most common employment: as mercenaries. Mercers are almost religiously amoral, willing to work with anybody who pays the creds, regardless of faction. Hiring a squad of Mercers is a good buy, in terms of skill and firepower compared to credits outlayed, but everybody knows that the Mercer you hire tonight might be fighting on the other side tomorrow, so trust is rarely given.

Mercers are obsequious in Free Space and anywhere conflict is threatening to break out. They are also often hired by merchants and even some wealthy travelers as body guards or theft deterrents. It should be mentioned that the frog-like mad-scientist ***Dr. Youp***, mascot of the galactic mega-corp that manufacturers everything from thermo-socks to starship hulls, looks like an elderly Mercer. If Dr. Youp is really a Mercer, it certainly fits in with the race’s celebrated ‘anything for a credit’ attitude.

DR. MOREAU, JESKA
CR 14

Medium LE Humanoid (human, psionic)
XP 38,400
Init +2 **Senses** Lowlight vision, scent, Perception +1
Languages Abyssal, Draconic, English, French, Fursong, Furroar, Infernal, possibly a few others

Defense
AC 17 **Touch** 15 **Flatfooted** 15 (+2 DEX, +2 armor, +3 deflection)
HP 15d8 +15 hp (83 HP)
FORT +6 **REF** +7 **WILL** +10
Immune disease, poison

Offense
Spd 30 ft
Melee +15/+10 scalpel (1d2+2 slashing plus 1d6 electrical, 15-20/x4)
Ranged +14 Colt M1911 pistol (2d6+1 ballistic, 20/x2,40 ft range increment, 6 cylinder)
Spell-Like Abilities (CL 15th Concentration +21)
All Dr. Moreau’s spell-like abilities can only affect creatures of the Anthro subtype.
At Will – quickened *command* (W-DC 17, see “Not To” Stricture)
1x/day – mass charm monster (W-DC 24)

Psi-Like Abilities (ML 15th Concentration +17)
All Dr. Moreau’s psi-like abilities can only affect creatures of the Anthro subtype.
At Will – aversion (W-DC 14)
- ego whip (W-DC 14)
3x/day – crisis of breath (F-DC 15)
1x/day – crisis of life (F-DC 19)

Statistics
Str 11 **Dex** 14 **Con** 12 **Int** 23 **Wis** 12 **Cha** 15
Base Atk +11 **CMB** +11 **CMD** 23
Feats Craft Magic Arms and Armor, Craft Wondrous Items, Intimidating Shot, Master Craftsman, Point Blank Shot, Ready Response, Surgery, Weapon Finesse (scalpel), Wild Talent
Skills Autohypnosis +8, Bluff +12, Craft (alchemy, cybernetics, pharmaceutical) all at +24, Heal +24, Intimidate +13, Knowledge (nature, psionics, technology) all at +24, Spellcraft +17
Gear *+2 shocking scalpel*, surgical scrubs (as +1 spacer’s

jumpsuit), ring of protection +3, palmtop computer, mwk Colt M1911 pistol and 3x speedloaders, 3x potions of cure critical wounds,

Ecology

Environment any (prefers keeping to her private island and only venturing out when absolutely necessary)

Organization accompanied by a cadre of Anthro Fighter or Combatant 5 bodyguards, has access to a variety of Zookeeper, Skinner Box and Splicer Hunter elites to control her slave population

Treasure double or triple standard (in lair)

SPECIAL ABILITIES

Medical Expert (EX)

Dr. Moreau uses her INT modifier as the key ability for Heal checks rather than her WIS modifier.

"Not To" Strictures (SP)

Dr. Moreau's cruel experimentation and abusive Skinnerian conditioning has encoded a series of unbreakable behavioral codes in her enslaved Anthros. Sheer force of will gives Dr. Moreau the chance to impose these laws against any Anthro, whether slave or free.

Dr. Moreau can use a quickened form of *command* at will, though the target must always possess the Anthro subtype. If the creature lacks this subtype, the *command* simply fails. If the Anthro has the *Surgical Scars* disadvantage, it receives no saving throw against this effect.

This command always takes the form of a negative commandment which prohibits a specific behavior. For example "Anthros are not to wield weapons" would result in an Anthro dropping its weapon on a failed save.

Scarring Critical (EX)

If Dr. Moreau confirms a critical hit with her scalpel, if the target is an Anthro the character gains the *Surgical Scars* disadvantage, but cannot select an additional Gift of Nature.

Superior Knowledge of Anatomy (EX)

Once per round, Dr. Moreau can add her ranks in Heal (+24) as an insight bonus to damage with a successful scalpel attack. This damage is not multiplied on a critical hit.

When performing surgery on patients using her Heal skill, Dr. Moreau can reduce the time required for surgery to 30 minutes, but in doing so, her patient is *nauseated* rather than *exhausted* during the recovery period.

Dr. Moreau receives a +10 competence bonus on Heal checks made on Anthros, but any Anthro she treats with Surgery, including by implanting cybernetics, gains the *Surgical Scars* disadvantage but cannot select an additional Gift of Nature.

BLACK, BLOODY ALLIES

The archipelago of Dr. Moreau is a body-horror slaughterhouse hell-hole. If you want to make it worse, consider adding some especially nasty *Black Tokyo* enemies to her forces.

An *Animated Gyno-Bed* might restrain captive Anthros so she can mutilate them, while a handful of especially skilled *Surgighouls* might assist the good doctor in the operating theater. A *Gakido Walker* might be attracted by the slaughter of Anthros, and require appeasement by the Doctor. The unquiet ghosts of WWII might awaken as Hell's Conscripts that prowl the archipeligo's forgotten and lonely beaches. Sadistic human workers like the *TBMS Catcher* and *TBMS Gasser* help control the Anthros on the island, killing any who step out of line or violate one of the Doctor's precepts. Finally, the *Slaughter Train* might connect the Doctor's territory to the mainland, bringing new test subjects and disposing of the failures.

NATURE

Dr. Jeska Moreau is the quintessential mad scientist, a once brilliant surgeon who completely abandoned mainstream medicine in favor of reshaping life like the God she knew she is. Using vast inherited wealth, misappropriated grant funds and some favors owed her by the intelligence community (the coldly sociopathic Dr. Moreau did her "*residency*" at a CIA black site), Dr. Moreau was able to purchase a few South Pacific islands as her research station. Test animals were just as easily acquired; human experimental subjects were harder to come by, but for a woman of Moreau's resources, not impossible.

Soon, Dr. Moreau had pioneered the medical-surgical (rather than genetic) uplift of animal stock and the creation of animal/human Anthro hybrids. Her techniques created viable Anthros…creatures taught by electric shocks and behaviorist torment to be her obedient children/servants…. But none of them measured up to her impossibly high standards. Every lapse in behavior, every mistake, every genetic defect was another excuse to cut. The few Anthros who survived quickly learned to keep their heads down and obey the Doctor unquestioningly, parroting her "Not To" aphorisms out of terrified piety. Meanwhile, in between surgical butcheries, Dr. Moreau created new and better Anthro hybrids.

Dr. Jeska Moreau is a small woman with few social graces and an utterly sociopathic certainty of her own worth and importance. She spends most of her working life in surgical scrubs, which are usually blood splattered by the time her 18-hour workday ends. She leaves the filthy scrubs for her Anthro slaves to clean before passing out in a lonely bed. Her short, greying hair hides surgical scars crisscrossing her skull, the legacy of the self-experimentation that awakened her psi-talents. She performed the neurosurgery on herself, without anesthesia, a fact she coolly explains to the tortured Anthros screaming on her operating table.

Dr. Moreau maintains order on her private archipelago with the assistance of a specially trained cadre of Anthro 'trustees'. She has raised these brutal, sadistic and legalistic Anthros from infancy, and they've never disappointed her enough to be euthanized. She is accompanied everywhere by 4-6 skilled Anthro soldiers and the occasional human mercenary she's hired on. Dr. Moreau prefers dealing with subservient Anthros to the uncertainty of dealing with human outsiders, hiring them only for short-term missions, and paying them lavishly for absolute obedience, utter silence and to forget the island ever existed.

MOR'GRUT – CR 3

Large NE Monstrous Humanoid

XP 800

Init +1 **Senses** Lowlight vision, scent, Perception +7

Languages Galactic Common, one other of choice, usually Aklo, Draconic, Orc or Stonecutter

Defense

AC 17 **Touch** 11 **Flatfooted** 16 (+1 DEX, +6 equipment)

HP 3d10 +6 hp (23 HP)

FORT +5 **REF** +2 **WILL** +4

Immune non-magical disease

Offense

Spd 40 ft

Melee +6 slam (1d8+4 bludgeoning, 20/x2)

Ranged +5 military plasma rifle (2d12 fire, 19-20/x2, semi auto, 12 cell)

Spell-Like Abilities (CL 3rd Concentration +4)

At Will – alter self (Medium humans only)

1x/day – BFG

- Reload

Statistics

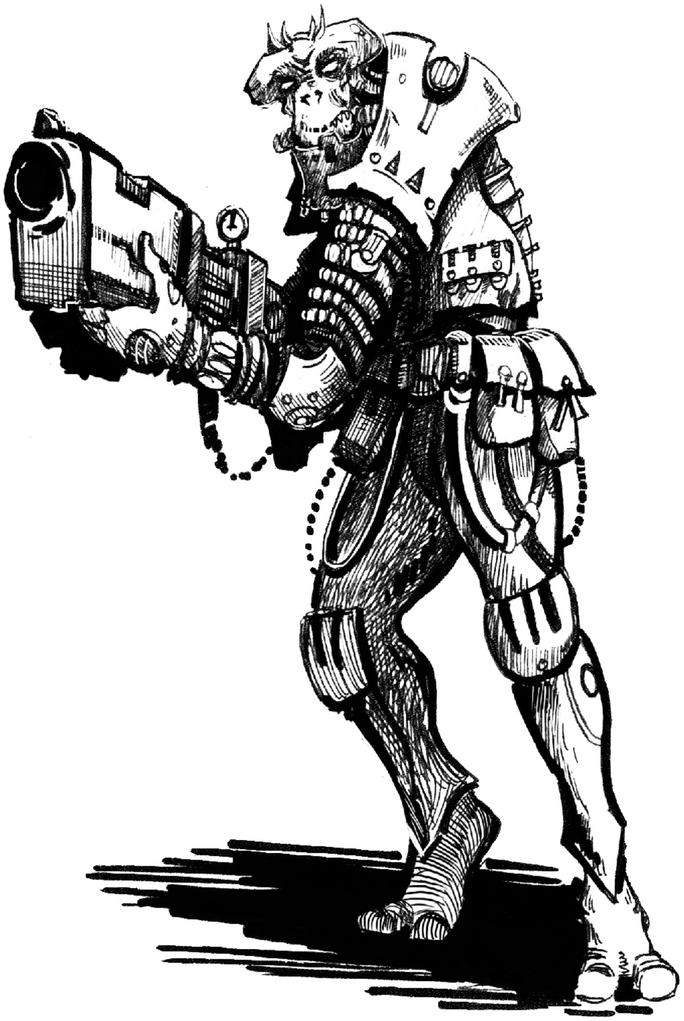
Str 18 **Dex** 12 **Con** 14 **Int** 7 **Wis** 12 **Cha** 13

Base Atk +3 **CMB** + **CMD** +

Feats Deadly Aim, Point Blank Shot

Skills Knowledge (tactics) +2, Perception +7, Survival +7

Gear military ballistic vest, military plasma rifle and 3x spare clips, smartphone, canteen



Ecology

Environment any

Organization solitary, pair, platoon (3d6 plus one leader with 3 Fighter levels added) or accompanying other characters as bodyguards or mercenary troops

Treasure standard (including gear)

NATURE

If you need simple-minded brutality, violence and oppression, hiring a Mor'grut squad is a bargain. Just about every wanna-be galactic warlord or dictatorial planetary government in known space keeps a few battalions of Mor'grut on retainer for leg-breaking. However, these surly, dim-witted thugs will find a way to screw up any order more complex than 'go shoot those people' or 'go burn that building down'. Normally Mor'grut resemble heavy-boned, orc-like humanoid bipeds, the race can painfully contort its facial structure and compress its bone structure to imitate humanity. While the physical resemblance is perfect, a Mor'grut scout's borrish disposition and odd behavior can easily give it away- the race makes poor infiltrators despite its natural disguise gift.

MORPH SPIDER – CR 1

Bloodline – Genesis
Tiny N Aberration (lifespawn)
XP 400
Init +2 **Senses** Darkvision 90 ft, Lifesense 1 mile, Perception +1

Defense
AC 14 **Touch** 14 **Flatfooted** 12 **(+2 size, +2 DEX)**
HP 2d8 hp (9 HP)
FORT +0 **REF** +4 **WILL** +4
Immune Disease, Poison
Weaknesses Lifecount 1

Offense
Spd 20 ft Climb 20 ft
Melee +3 bite (1d4-4 piercing, 20/x2 plus poison)
Morph Spider Poison; Injury Poison, FORT DC 11, 1/round for 6 rounds, 1d3 DEX damage, cure: 1 save Special: The victim's skin hardens; every two points of DEX damage suffered reduces all the victim's listed speeds by – 5 ft but increases natural armor by +1; this effect remains until DEX damage inflicted by the poison is completely healed.
Special Qualities Freeze (tiny metallic objects)

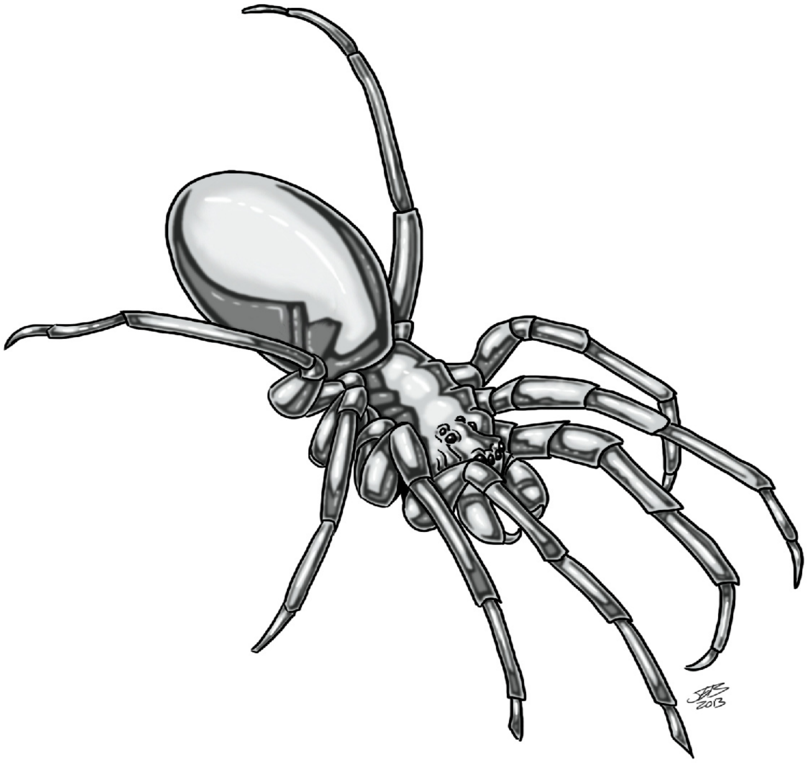
Statistics
Str 3 **Dex** 15 **Con** 10 **Int** 4 **Wis** 12 **Cha** 9
Base Atk +1 **CMB** -6 **CMD** 6
Feats Lightning Reflexes, Weapon Finesse^{B}
Skills Climb +11, Disguise +7, Stealth +14 (racial modifiers: +8 Climb, +8 Disguise)

Ecology
Environment any urban (prefers starships and orbital habitats)
Organization solitary or family (2 adults and 3d6 young)
Treasure incidental

SPECIAL ABILITIES

Morph Spider Poison (EX)
The Morph Spider's poison injects a predatory nano-infection into the victim's blood stream. Each two points of DEX damage suffered by the victim, all the victim's movement modes are reduced by -5 ft, but their natural armor bonus increases by +1. This effect remains until the DEX damage caused by the Morph Spider's poison is completely healed.

Morph Spiders ignore natural the natural armor bonus provided by their own Morph Spider toxin and the toxin of other members of their species.



NATURE

Morph Spider are a common pest aboard unsanitary ships and stations. Many races despise the dangerous little monsters, with good reason. Morph Spiders are minor Lifespawn predators, possibly of the so-called Genesis bloodline, as they seem to be products of technological, rather than biological evolution. Morph Spiders prey on small animals, such as pets or other urban parasite species, such as rats and raccoons, but they are clever, fast and stealthy enough to be a threat to even an adult human. Females of the species are most dangerous, as they will kill humanoids to provide for their hatchlings; Morph Spiders produce offspring roughly every two Terran standard years.

Morph Spiders are bio-cybernetic predators roughly the size of a human fist, which resemble wolf spiders or tarantulas made of a metallic polymer. Morph Spiders are masters of disguise, and can alter surface texture and patterning to blend in with starship bulkheads. They can also take the form of small, mostly metallic objects to evade detection. Though not sentient, they are familiar enough with the high-tech ecosystem aboard ship to take the form of things like wrenches, small food containers and other innocuous items when they wish to hide. They instinctively flee from other Lifespawn, including members of their own species, with the sole exception of parents and spawn.

MOTHER OF ABOMINATIONS – CR 16

Gargantuan CE Outsider (Anthro, chaotic, demon, evil)
XP 76,800
Init +7 **Senses** All-around vision, lowlight vision, Darkvision 60 ft, scent, Perception +23
Languages Abyssal, Celestial, Common, Infernal, *speak with animals, telepathy* 250 ft
Aura Abomination of Nature (3 miles, W-DC 18 or engage in bestiality)

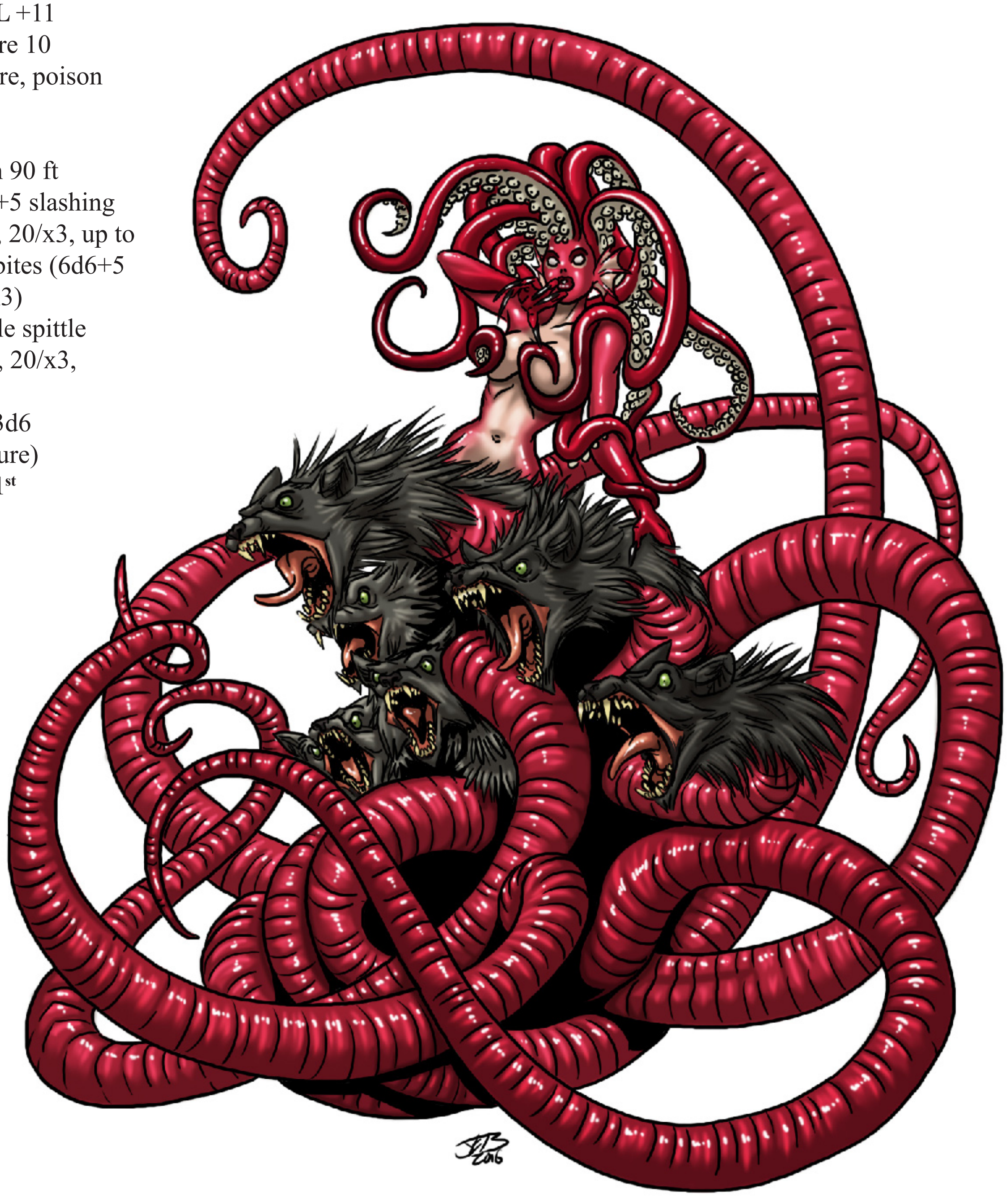
Defense
AC 27 **Touch** 22 **Flatfooted** 21 (-4 size, +1 dodge, +5 DEX, +11 luck, +5 natural)
HP 21d10 +126 hp (242 HP)
FORT +17 **REF** +12 **WILL** +11
Resist Acid 10, Cold 10, Fire 10
Immune Electricity, Pleasure, poison

Offense
Spd 50 ft Climb 50 ft Swim 90 ft
Melee two +22 lashes (6d6+5 slashing plus 2d6 pleasure plus grab, 20/x3, up to 30 ft reach) plus three +22 bites (6d6+5 piercing plus 2d6 acid, 20/x3)
Ranged five +24 pleasurable spittle (2d6 acid plus 2d6 pleasure, 20/x3, 30 ft range increment)
Special Attacks constrict (3d6 bludgeoning plus 2d6 pleasure)
Spell-Like Abilities (CL 21st Concentration +32)
Constant – speak with animals
At Will – charm animals (W-DC 22)
- greater stunning orgasm (W-DC 25)
- quick cum (W-DC 22)

3x/day – charm monster (W-DC 24)
- mass stunning orgasm (W-DC 25)
- summon (any combination of 1d4+1 Succubi and/or Vrock, 75%)

1x/day – baleful polymorph (F/W-DC 26)
- trans-furmation

Statistics
Str 21 **Dex** 23 **Con** 20 **Int** 15 **Wis** 9 **Cha** 33
Base Atk +21 **CMB** +30 (+32 trip)
CMD 47 (cannot be tripped)
Feats Cleave, Combat Expertise, Combat Reflexes, Dodge, Improved Trip, Mobility, Power Attack, Spring Attack, Super Kawaii, Toughness, Whirlwind Attack



Skills Acrobatics +29, Bluff +35, Climb +33, Heal +27, Handle Animal +35, Knowledge (the planes) +16, Perception +23, Perform (sexual) +26,
Swim +33 Survival + 27
(racial modifiers: +4 Climb, +4 Swim, +4 Survival)

Ecology
Environment any land – extraplanar (native to untamed layers of the Abyss)
Organization usually solitary or accompanied by an assortment of 2d6 animalistic demons of CR 8-9
Treasure standard (in lair)

SPECIAL ABILITIES

Abomination of Nature (SU)
The mere presence of the Mother of Abominations compels both humans and animal-kind into unnatural and perverse acts of lust. This aura effects all applicable targets within a 3 mile radius. Humanoids, monstrous humanoids as well as animals and magical beasts of less than INT 3 are affected by this aura. Affected creatures must succeed at a DC 18 WILL save or be overcome by perverse lusts- those who succumb commit acts of bestiality with animals under their care, or in the case of affected animals or beasts, with their owners or handlers. This unnatural compulsion is strong enough to force creatures to commit acts of rape and sexual perversity, regardless of their alignment.

A successful save prevents the creature from being affected by this aura for 24 hours. This is a mind-affecting ability; the DC is CHA-based.

If both creatures engaged in the act of lust are fertile at the time, there is a small chance that a pregnancy will occur. This pregnancy acts as normal for the mother's species, and is fairly safe for the mother. The end result is either a single Anthro or small litter of Anthros of a type appropriate to the union being produced.

All-Around Vision (EX)
The Mother of Abominations can see in all directions at once, and cannot be flanked.

Mother of Anthros (SU)
The Mother of Abominations inflicts maximum Pleasure damage with any successful attack against a creature with the Anthro subtype, and increases the saving throw DC of any her spell-like abilities by +2 when used against any creature with the Anthro subtype.

Superior Grapple (EX)
When using its constrict special ability, the Mother of Abominations never gains the grappled condition herself.

NATURE

The Mother of Abominations is a fleshy and impossibly beautiful tangle of nude, womanly flesh, crushing, octopus-like tendrils and snarling wolves heads. She is a creature that should not exist, yet she does. The goliath creature can rear back on her muscular tentacles, rising to nearly thirty feet tall when fully erect.

By mortal standards, the Mother of Abominations is impossibly insane. If allowed into the Material Plane, she revels in the chaos and perversion her mere presence causes, laughing and cackling madly as she annihilates all social mores just by existing. She taunts, cajoles and belittles mortals who give into the dark lusts she induces, and is even crueler to those who resist her aura of perversity. Her sole pleasure is causing chaos and breaking the bonds of trust between man, beast, and society. Occasionally, she'll return to an area she's despoiled months ago, just to see how the pitiful mortals are dealing with the aftereffects of the suffering she caused.

If any of her unnatural lusts produce viable offspring, the Mother of Abominations might do her best to collect the get- which she considers her child by right. The Mother of Abominations slaughters any mortals acting as the Anthro's caretaker, and spirits the Anthro kit or cub away to the depths of the Abyss. There, she raises the offspring with cruelty and malice, abusing them physically, sexually and emotionally, until the child is little better than a demon itself. If the mortal mother of an Anthro child spawned by the demoness knows what she is dealing with, she'll murder the child herself rather than allow the Mother of Abominations to collect it.

NARCOSWARM – CR 1

Large N Vermin (swarm)
XP 400
Init +1 **Senses** Darkvision 60 ft, lowlight vision, all-around vision, Perception +0

Defense
AC 10 **Touch** 10 **Flatfooted** 9 (-1 size, +1 DEX)
HP 2d8 hp (9 HP)
FORT +2 **REF** +1 **WILL** +0
Immune physical weapon damage, vermin immunities, swarm traits
Vulnerable area effects

Offense
Spd 30 ft flight (perfect)
Melee swarm damage (1d6-2 piercing plus poison)
Narcoswarm Poison
Injury Poison
Save: FORT DC 11
Duration: 1/round for 4 rounds
Initial Effect: target becomes staggered for 4 rounds
Secondary Effect: 1 DEX
Cure: 1 save

Special Attacks Distraction
Special Qualities Swarm Traits

Statistics
Str 7 **Dex** 13 **Con** 11 **Int** – **Wis** 11 **Cha** 3
Base Atk +2 **CMB** +1 **CMD** 12 (cannot be tripped)
Feats Hover
Skills Fly +9

Ecology
Environment warm and temperate plains and forests
Organization as many as 3-6 swarms might share a particularly rich territory
Treasure none

NATURE

Narcoswarms are fluttering swarms of thousands of butterfly-like xenoforms. They are intensely colorful, as beautiful as an Impressionist painting in motion, but their bites inject a potent opioid to incapacitate their prey. These swarms can easily paralyze and devour small mammals and birds, and will occasionally feed on intelligent beings caught unaware. Survivors of a swarm's attack risk a lifetime of addiction. Narcoswarms are hunted by drug chemists and criminals to harvest their potent venom, for use as a high-value recreational drug. Primitive worlds often use their venom similarly, as a potent painkiller.

FEAR THE NAZARHAK HORDE!

The ***Nazarhak Horde*** are a threat to the entire Multiverse, a vast, endlessly aggressive and fiercely expansionistic military that aims to kill or conquer every lifeform, under every star. The Nazarhak Horde is the darkest, fullest expression of the ***Species Superiority*** faith practiced by hardline Anthro-supremacists. According to Nazarhak Horde doctrine, Anthros are the pinnacle of biological evolution, but there are levels of evolutionary fitness beyond life. The Horde's leaders and its most fearsome generals are ancient undead warlords, while the spine of the Horde's endless legions are also undead Anthros, albeit inferior breeds.

The Nazarhak Horde is a vast, interplanetary web of slavery and fascism. The Nazarhak Horde are as efficient and lethal as a guillotine. Whole worlds are turned into foundries to producing food, starships, and weapons for the Horde. The sentient inhabitants of conquered worlds are put to toil growing the vast stores of protein the Horde's living population. The Horde is a perfect example of a military supply chain, built on a scale that lesser empires only dream of. They expertly leverage the undead nature of their best troops, wielding radiation and chemical weapons they are effectively immune to in order to destroy a target populace, and never waste resources on comforts the dead do not need.

Subjugated Anthro races are allowed provisional citizenship in the Horde, and the fittest and most vicious are allowed to own non-Anthro slaves of their own. All living Anthros in the Nazarhak empire know they can be conscripted into the Horde at any time, to replace losses or swell unit ranks in preparation for a new campaign. Conscription, in this case, means a gruesome ritual execution and installation into the iron-shod armor of a ***Nazarhak Predator.***

NAZARHAK OBLIGATE – CR 3

Medium LE Humanoid (anthro) Warrior 5
XP 800
Init +0 **Senses** Lowlight vision, Perception +0 (+2 visual based Perception)
Languages Clomp, Galactic Common, Infernal

Defense
AC 18 **Touch** 10 **Flatfooted** 18 (+8 armor)
HP 5d10 + 10 hp (38 HP)
FORT +5 **REF** +1 **WILL** +1 (+5 vs fear)
Immune Suffocation, Vacuum (space suit)
Weaknesses Cybernetic Security Risk -2

Offense
Spd 25 ft (30 ft unarmored)
Melee +7 gladius (1d6+2 slashing or piercing, 19-20/x2) plus +7 gore (1d6+1 piercing, 20/x2)
Ranged +6 plasma rifle (2d6 fire, 20/x2, 75 ft range increment, full auto, 40 cell)
Special Qualities No Breath (space suit)

Statistics
Str 12 **Dex** 11 **Con** 13 **Int** 10 **Wis** 11 **Cha** 10
Base Atk +5 **CMB** +6 **CMD** 16
Feats Endurance, Toughness, Weapon Focus (gore), Weapon Focus (plasma rifle)
Skills Craft (mechanical) +5, Intimidate +8, Profession (soldier) +6
Gear mass production tactical armor, mwk. gladius, plasma rifle and 4x spare cells, potion of cure moderate wounds
Cybernetics
Headware – Onboard Computer, Advanced Cyber-Optics, Lowlight Optics

Ecology
Environment any
Organization pair or squad (4-8) or platoon (16-22), often found reinforcing other Nazarhak squads
Treasure standard (including gear)

SPECIAL ABILITIES

Hatred (EX)
The Nazarhak Obligate receives a +1 morale bonus on attack and damage rolls against creatures with the Anthro subtype, due to special training against this hated foe. This bonus increases to +3 against Anthros who have chosen the Mutt as a patron deity.

NATURE

*The Nazarhak Obligate is an extensive modification of the **Techno-Fascist** statblock (Secret Soldiers).*

Obligates are conscript soldiers forced to serve the Nazarhak Horde. Prospective Obligates are drawn from the ranks of the Horde's herbivorous Anthro slaves. Young grass-eaters with the size and violent disposition Horde 'recruiters' like are taken from their homeworlds and turned into living weapons. Months of brutal conditioning renders the Obligates fearless and unquestioningly obedient to the Horde, every soldier in the platoon willing to die to a man to gain five feet of ground.

Obligates are tough, muscular Anthro soldiers drawn from powerful herbivore phenotypes such as elephant, rhino, bison and bull. They are girded with the distinctive, iron-shod black, grey and crimson armor of the Horde. The Horde recognizes their Obligates' biological needs (in contrast to the unliving Predators and other undead troops), so their armor has full life support capabilities. Like all fighting members of the Horde, the Obligates carry a serrated battle-blade and advanced military firepower.

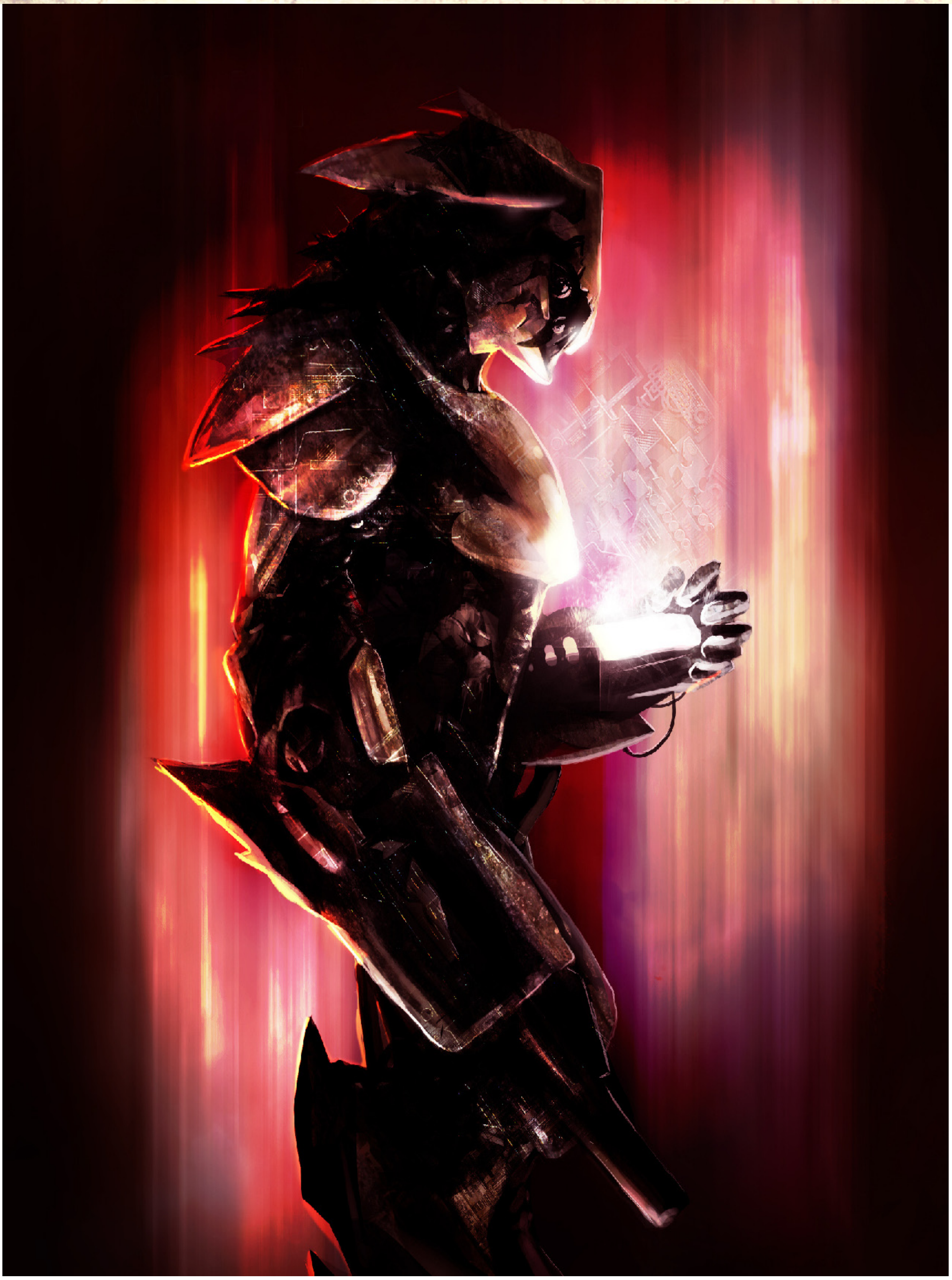
NAZARHAK PREDATOR – CR 5

Large LE Undead
XP 1,600
Init +1 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +12
Languages Furroar, Galactic Common, Infernal

Defense
AC 19 **Touch** 10 **Flatfooted** 18 (-1 size, +1 DEX, +9 armor)
HP 7d8 +21 hp (53 HP)
FORT +2 **REF** +3 **WILL** +8
Immune undead immunities

Offense
Spd 30 ft
Melee +8/+3 gladius (1d6+4 slashing or piercing, 19-20/x2)
Ranged +7/+2 M4 carbine equivalent (2d8 ballistic, 20/x2, 60 ft range increment, semi-auto)
Spell-Like Abilities (CL 7th Concentration +10)
3x/day – quickened inflict light wounds

Statistics
Str 18 **Dex** 13 **Con** – **Int** 11 **Wis** 16 **Cha** 17
Base Atk +5 **CMB** +10 **CMD** 21
Feats Outflank, Point Blank Shot, Power Attack, Precise Shot, Run



Skills Intimidate +12, Perception +12, Stealth +4
Gear forced entry unit, gladius, mwk. M4 carbine equivalent and 6x spare clips, smartphone (built into armor)

Ecology
Environment any
Organization the smallest grouping of Nazarhak Predators is the combat pair, larger military formations of up to 100,000 infantry and mechanized cavalry are not uncommon. Nazarhak Predators are trained to fall back in an organized manner if solo, as they work best as part of a combat pair or larger unit.
Treasure standard (including gear)

NATURE

Nazarhak Predators are quasi-freewilled undead. They are capable of independent thought and retain something of their living personality, but are almost robotic and mindless in the service of the Horde. Predators obey the orders of their superiors unquestioningly, even as the fading tatters of their soul scream out against committing some fresh atrocity.

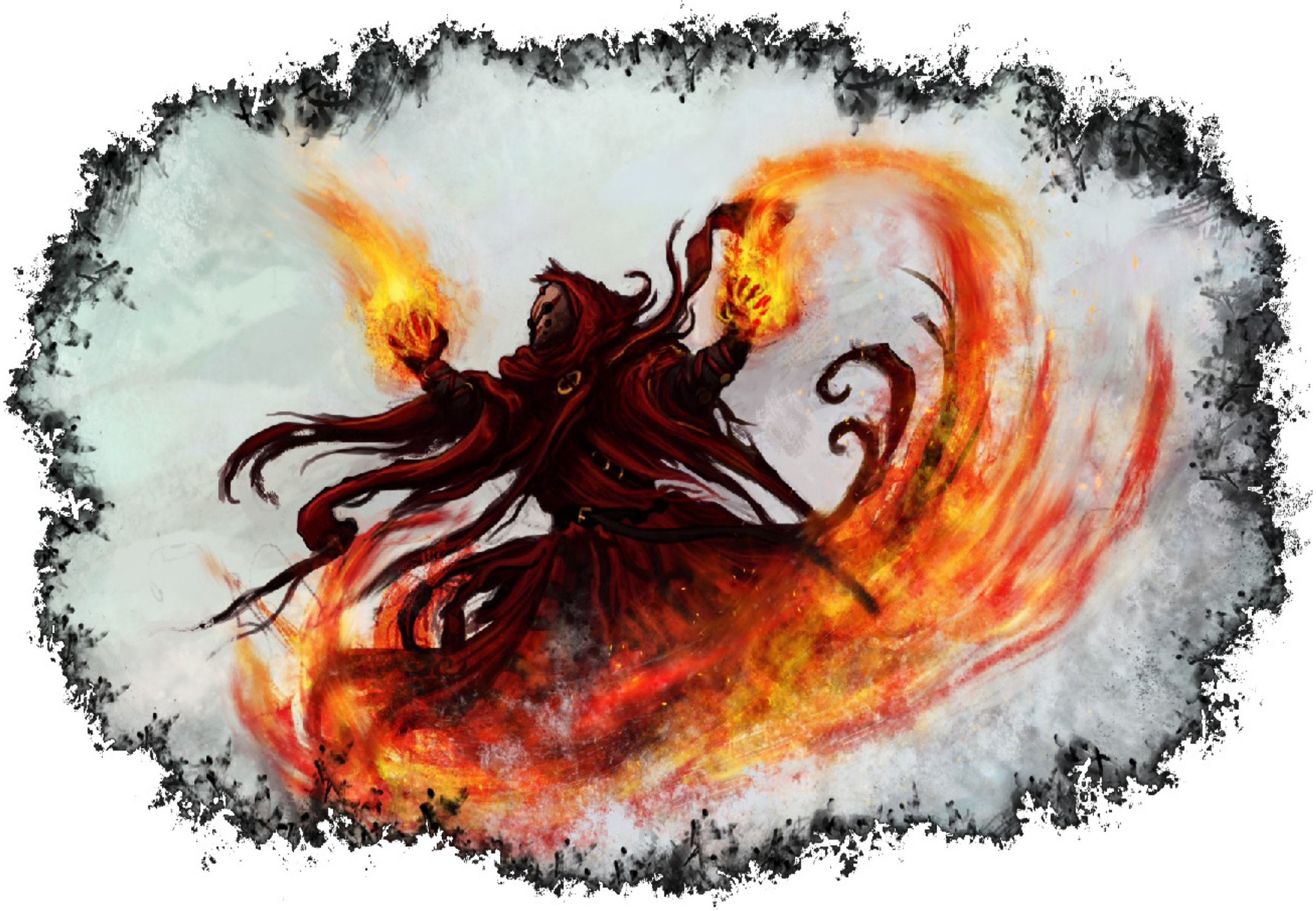
Nazarhak Predators are ritually disemboweled and mummified Anthros of a variety of phenotypes and morphology. All are dressed in standardized grey tactical armor, accented with glossy onyx plating and intimidating crimson trim. The armor is extensively spiked and crested for intimidation. The pauldrons are emblazoned with the Horde's bloody glyph, with rank and unit insignia declared on the opposite shoulder. The Predators carry standardized, production-line weapons: a rugged semi-automatic carbine and serrated combat blade.

NAZARHAK PRIMOGEN – CR 15

Medium LE Undead
XP 51,200
Init +2 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +17
Languages Furroar, Galactic Common, Infernal

Defense
AC 23 **Touch** 16 **Flatfooted** 21 (+2 DEX, +7 armor, +4 deflection)
HP 22d8 +88 hp (209 HP)
FORT +13 **REF** +11 **WILL** +19
Immune undead immunities
Channel Resistance +4

Offense
Spd 30 ft, Flight 60 ft (average)
Melee +20/+15/+10 gladius (1d6+4 slashing or piercing, 19-20/x2)
Ranged +18/+13 carbine equivalent (2d8 ballistic, 20/x2, 60 ft range increment, semi-auto)
Channel Energy usable 7x/day, 8d6 negative energy, W-DC 23 half



Spellcasting (CL 15th Concentration +31)
The Nazarhak Primogen casts spells as a 15th level Wizard.

Eighth Level – kinetic kill weapon (R-DC 24)
Seventh Level – erect forward operations base, offensive cyber-surgery (F-DC 23)
Sixth Level – anti-magic field, circle of death x2 (F-DC 22), nuclear winter (F-DC 22)
Fifth Level – cloudkill x2 (F-DC 21), dominate person x2 (W-DC 21), thin the atmosphere
Fourth Level – animate dead x2, fear x2 (W-DC 20), rocket launcher

For the sake of brevity, spells of 3rd level and below are omitted from this list. The Nazarhak Primogen favors spectacular evocation and necromancy spells, backed with a good selection of battlefield control and protective spells. The Primogen prefers area-effect rather than single target damaging spells.

Statistics
Str 17 **Dex** 15 **Con** – **Int** 22 **Wis** 18 **Cha** 19
Base Atk +16 **CMB** +19 **CMD** 31
Feats Arcane Strike, Combat Casting, Combat Expertise, Command Undead, Hover, Improved Channel, Improved Counterspell, Improved Disarm, Point Blank Shot
Skills Bluff +29, Diplomacy +16, Knowledge (arcana, history, tactics, technology) all at +31, Intimidate +29, Perception +17, Spellcraft +31
Gear *ring of mage armor, cloak of resistance +2, +3 tactical ballistic armor of etheralness,* mwk. gladius, mwk. M4 carbine equivalent and 4x spare clips, palmtop computer, smart phone (built into armor)

Ecology
Environment any
Organization found as unit commander for various sized squads of Nazarhak Predators and other Horde troops
Treasure double standard (including gear)

NATURE

Nazarhak Primogen are tactically brilliant undead officers commanding vast legions of elite ***Nazarhak Predator*** shocktroops…. and the ultimately expendable conscript battalions composed of living Anthro conscripts. Primogen are self-disciplined and highly cooperative among their own cadre, and make good use of their Predator subordinates. A single Primogen commanding a legion of Predators, supported by a proper mechanical table of organization, can take and hold a continent… and exterminate or subjugate the native population.

Nazarhak Primogen remain detached in combat, using their shock troops as a screen. They are often accompanied by a squad of elite bodyguards: typically undead Anthros with unique powers, but occasionally living Anthros whose competence and cruelty match their non-living brothers. If pressed into direct combat, the Primogen intelligently uses its mastery of negative energy to keep its Predators fighting and area-effect spells to subjugate the opposition. If it can both exterminate mortals, and heal its own troops, with a single blaze of negative energy, the Primogen will gladly take the opportunity.

Nazarhak Primogen are mummified Anthro royalty whose vermillion linen wrappings are chained with fine gold before being sealed into gleaming silver and obsidian combat armor. They carry improved, officer-grade versions of the standard Predator kit and wear voluminous rune-stitched crimson cloaks and threatening, concealing face masks.

NEMESIS HELLRAIDER – CR 23

Bloodline – Nemesis
Colossal CE Aberration (chaotic, evil, lifespawn)
XP 820,000
Init +4 **Senses** Darkvision 1,000 miles, Blindsense 500 ft, Lifesense 50 light years, Perception +29
Languages Abyssal, Grey, Infernal, Stonecutter, *telepathy* 500 ft
Aura Frightful Presence (60 ft, W-DC 33 plus Fearsome Violence)

Defense
AC 36 **Touch** 18 **Flatfooted** 32 (-8 size, +4 DEX, +12 deflection, +18 armor)
HP 42d8 +504 hp (693 HP)
FORT +27 **REF** +20 **WILL** +35
Regeneration 10 (electricity, lifespawn effects and natural attacks)
Damage Reduction 10/good **SR** 28
Immune cold, disease, fire, energy drain, massive damage, negative energy, poison, radiation, suffocation, vacuum
Weaknesses Lifecount 5, Solar Limits

Offense
Spd 80 ft Flight 40 ft (clumsy) Zero G Flight 1,000 ft or 6 hexes, Hyperdrive Rating 2
Melee four +39 claws (2d10+11 slashing plus poison, 19-20/x3) plus +39 bite (4d10+11 slashing plus poison and swallow whole,19-20/x3)
Ranged three +31 biologic railguns (10d10 ballistic plus poison, 20/x4, 1 mile range increment in atmosphere, 100 mile range increment in zero gravity, single shot)

> *Nemesis Toxin; Injury Poison, FORT DC 32, 1/round for 6 rounds, nausea for 1d4 minutes, 1d2 CON, cure: 2 saves*

Special Attacks Black Graviton Spiral (300 ft burst, 3d10 x 10 energy*, usable every 1d4+1 rounds), Rake (two claws (2d10+11 slashing plus poison), Swallow Whole (4d10+11 slashing plus 10d10 acid or Voidsleep*, AC 20, 70 HP)
Special Qualities No Breath, Greater Starflight
Spell-Like Abilities (CL 21st Concentration +26)
At Will – chaos hammer (W-DC 19)
- slow (W-DC 18)
- temporal stasis (as Void Sleep) (F-DC 24)
- *quickened* web (R-DC 18)

Statistics
Str 33 **Dex** 19 **Con** 31 **Int** 7 **Wis** 21 **Cha** 15
Base Atk +35 **CMB** +54 (+56 drag/sunder) **CMD** 68 (cannot be tripped)
Feats Cleave, Critical Focus, Crippling Critical, Dazing Assault, Dreadful Carnage, Enforcer, Fearsome Violence, Frightful Presence, Furious Focus, Great Cleave, Greater Blindfight, Greater Drag, Greater Sunder, Improved Blindfight, Improved Drag, Improved Iron Will, Improved Sunder, Intimidating Prowess, Iron Will, Power Attack, Toughness
Skills Intimidate +38, Knowledge (physical sciences) +19, Perception +29, Survival +29/+50 to track

Ecology
Environment any (usually found on the outer hull of ***The Phallus*** itself, or raiding habitable planets and larger stations within the Necklaces, rarely found beyond the Outer Necklace)
Organization solitary when hunting, packs of up to several thousand plus as many as ten times more young colonizing various points of the Phallus' outer hull
Treasure double standard (in lair)

SPECIAL ABILITIES

Black Graviton Spiral (SU)
As an attack action, the Hellraider can spin the quantum gear-sets within its armored belly, distorting space/time and generating a lethal space fold effect around its heavily armored hull. The creature generates a pinpoint singularity that inflicts lethal damage upon all characters and objects within a 300 ft radius, crushing victims within an envelope of hardened sub-atomics and micro-black holes.

The Black Graviton Spiral inflicts 3d10 x10 points of energy damage. This energy is of no particular type, not subject to energy resistance or immunity. Creatures caught within this burst may attempt a DC 35 FORT Save to halve the damage. Creatures slain by this energy are disintegrated completely, along with all their gear.

Frightful Presence (SU)
The Nemesis Hellraider can inspire terror by charging or attacking. Affected creatures must succeed on a DC 32 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of the Hellraider.

The Nemesis Hellraider has the Fearsome Violence feat, which improves its frightful presence. Each time the Hellraider kills a living creature during a particular encounter, this save DC increases by 1. Creatures within range of the Nemesis Hellraider's frightful presence aura must succeed on a new save after each kill.

Improved Iron Will (EX)
The Nemesis Hellraider can re-roll one failed WILL Save per day.

Lifechained Predation (SU)
Other creatures with the Lifespawn subtype cannot detect the Hellraider by ordinary visual senses, including lowlight and darkvision, though they can perceive the monster through a camera or cybernetic sensor system. Nor can creatures with the Lifespawn subtype detect the Hellraider by scent.

This ability functions exactly like *greater invisibility*, save that it only affects other creatures of the Lifespawn subtype. Since the Nemesis Hellraider's innate stealth capabilities involve the manipulation of Lifechained neural tissue and optic nerves, *true seeing* and similar effects do not negate this invisibility. Nemesis Hellraider can always percieve others of their own species.

Solar Limits (EX)
The Nemesis Hellraider is dramatically weakened and limited by exposure to direct sunlight. In areas of direct sunlight, the Nemesis Hellraider loses its +12 Deflection bonus to Armor Class, and its **Regeneration 10** racial quality is down graded to Fast **Healing 10** instead.

Tracker (EX)
The Nemesis Hellraider adds half its Hit Dice (+21) as a bonus on Survival checks made to track.

Voidsleep (SP)
If the Nemesis Hellraider swallows a creature whole, rather than inflicting damage, it may instead place the creature into Voidsleep.

This effect functions identically to the *temporal stasis* spell, save the effect ends 1d6 minutes after the Nemesis Hellraider chooses to vomit up the creature in stasis. Unwilling creatures are allowed a FORT Save to resist the effect, but make a new save each round until they either die, cut themselves free, or are vomited up by the Hellraider.

NATURE

Nemesis Hellraiders are the epitome of the Lifechained hunter. They are the standard by which savage hunger and implacable malice are measured. Hellraiders are sentient, but their insticts to feed and birth the next generation of their species define them. Despite that, the few survivors of Hellraider incursions tell stories of deliberate cruelty and purposeful sadism. Those who have studied these monsters believe that Nemesis Hellraiders take genuine pleasure in the kill.

Hellraider clans have colonized the outer hull of the ***Phallus***. Their spun-silicon and Kevlar-fiber nests dot the poles of the Phallus, bundles of dark gray fabric against an endless obsidian field. Nemesis Hellraiders live their entire lives in darkness, thriving under the high-gamma light of captured singularities, hunting in the absolute black. These creatures raise their young beneath the cold non-light of the Inner Necklace.

Every aspect of the Hellraider lifecycle is designed around the protection and care of the next generation. Hellraider mothers venture out of the comforting darkness of Phallus space, in search of Lifechained prey. Hellraider parents teach their spawn to spin hyperspace cocoons around themselves, and take them into civilized space for their first hunt. Nemesis Hellraiders are doting parents, who take every opportunity to teach their young to murder and torture.

While hunting lesser Lifespawn, Hellraiders rarely kill cleanly. Instead, they strike to paralyze and wound, severing limbs and burning out spinal nerves. They make every effort capture their prey alive and helpless. Like Terran spider-wasps, Hellraider mothers use captured prey as both food source and incubator for their young. Only Lifespawn prey is suitable fodder for their young, and the Hellraiders scour the stars in search of new victims.

Nemesis Hellraiders are massive xeno-arachnids, larger than a combat starship and better armed. Like many Lifespawn, their anatomies blend the biological with the machine. Their bloated thorax is protected beneath high-density armor. The Hellraider can retract scaly plates of this nearly invulnerable armor to reveal biologically-grown rail cannons beneath. These railguns are effective anti-ship weapons, and each iron-laced calcium flachette they launch are laced with deadly toxins. Spinnerets along the maw, and dexterous pedipalps beneath allow the creature to weave Kevlar-reinforced silk for their cocoon shelters with artistry equal to any bipedal weaver.

NEURO-THIEF – CR 6

Medium N Animal*
XP 2,400
Init +6 **Senses** Lowlight vision, scent, Perception +13
Languages understands Galactic Common* but cannot speak

Defense

AC 17 **Touch** 12 **Flatfooted** 15 (+2 DEX, +5 natural)
HP 9d8 +36 hp (77 HP)
Fast Healing 3 (electricity, fire)
FORT +12 **REF** +10 **WILL** +7

Offense

Spd 40 ft, Climb 30 ft
Melee two +9 claws (2d6+3 slashing, 19-20/x2)
Special Attacks rend (two claws, 2d6+3 slashing), pounce

Statistics

Str 17 **Dex** 15 **Con** 18 **Int** 11* **Wis** 19 **Cha** 11
Base Atk +6 **CMB** +9 **CMD** 21 (25 vs trip)
Feats Acrobatic Steps, Improved Initiative, Nimble Moves
Skills Craft (mechanical) +8*, Climb +16, Knowledge (local, technology) both at +8*, Perception +13, Stealth +11
Gear mwk. mechanical kit, smartphone

Ecology

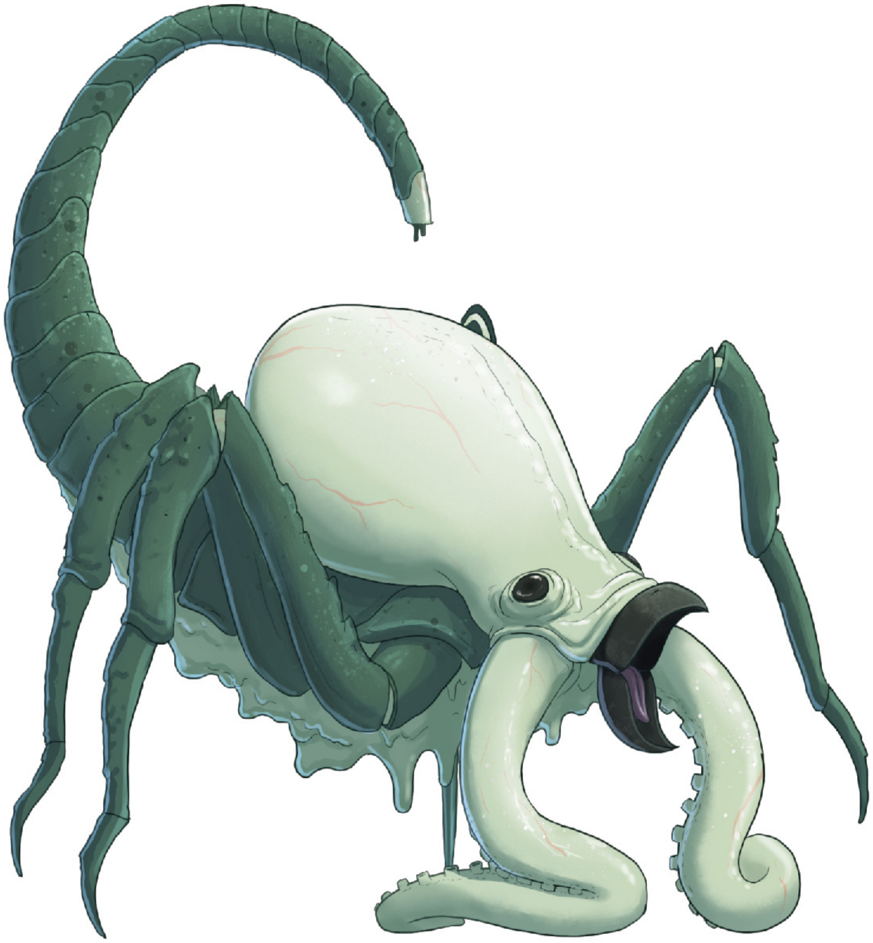
Environment any urban or underground
Organization usually solitary
Treasure standard (in lair)

SPECIAL ABILITIES

Neuro-Theft (EX)

As a full round action, the Neuro-Thief can slice open the skull and excise the brain of any Humanoid or Monstrous Humanoid creature of size Large or smaller. This creature must either be dead, unconscious or helpless, and cannot have been dead longer than one minute (10 rounds).

The Neuro-Thief can integrate the excised brain into its own nervous system by placing it into a special cavity in its upper torso. Doing so allows the Neuro-Thief to use the stolen brain as an additional processor, vastly increasing its own animalistic intelligence. Replace all * starred qualities in the stat-block above with the stolen brain's own statistics if they are greater. The Neuro-Thief can understand, but not speak, any languages known by the donor of the stolen brain, and gains any Craft or Knowledge skill ranks possessed by the donor brain. The Neuro-Thief can use a stolen brain for up to 72 hours from the time of death, before the brain decays to the point it becomes useless.



The statblock above assumes the Neuro-Thief killed and removed the brain of a shipyard worker or spacer of average intelligence prior to the encounter. If the Neuro-Thief has no stolen brain integrated into its nervous system, it has an INT score of 3, no languages, and only the skills a clever, predatory animal would have.

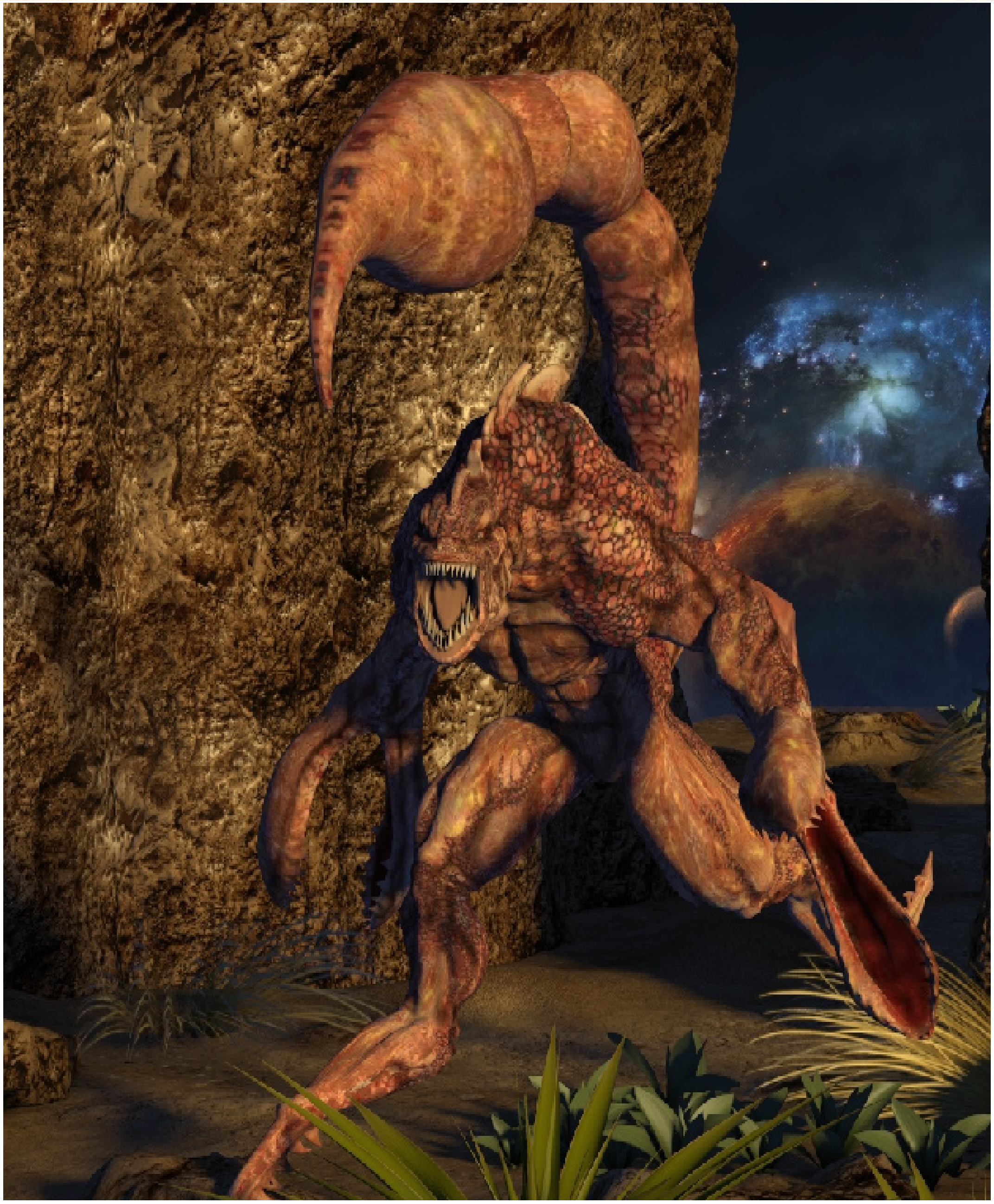
NATURE

Neuro-Thieves are cunning and adaptable urban predators and opportunistic scavengers. Without an additional, stolen brain boot-strapping their own mental capabilities, Neuro-Thieves have an intellect on par with a great ape or an especially clever racoon: capable of using simple tools and displaying problem-solving intelligence. However, a Neuro-Thief can integrate stolen brain tissue into its own central nervous system, boosting its already impressive cunning into full, human-level sentience.

Neuro-Thieves use their stolen intelligence and technical acumen to set simple traps – (tripwire explosives and the like) to snare more dangerous prey. Even un-augmented, they move easily through service corridors, access ducts, vents and sewers, and prefer never to expose themselves until they leap in for the kill. Stolen brain tissue degrades rapidly: while its increased intellect lasts, Neuro-Thieves hunt constantly, building up and caching a protein bounty to enjoy when its mind returns to its animal state.

Neuro-Thieves are wolf-sized monstrosities that blend the most distuisting qualities of insect, bird and mollusk into a revolting gestalt. The creature drips a nutrient slime from the neural-cradle that holds, protects and sustains stolen brain. This fleshy aperature runs the length of the creature's thorax. Neuro-Thieves have a noticeable, ammonia-like odor which only worsens as the stolen brain begins to decay.

NIGHT SCORPION
CR 10



Bloodline – Nemesis
Large NE Aberration (Lifespawn)
XP 9,600
Init +2 **Senses** Darkvision 90 ft, lowlight vision, Lifesense 1 mile, Perception +16
Languages Skale, Stonecutter, sometimes others

Defense
AC 19 **Touch** 13 **Flatfooted** 15 (-1 size, +4 DEX, +6 natural)
HP 15d8 +135 hp (255 HP)
FORT +14 **REF** +11 **WILL** +10
Immune Acid, poison, suffocation, radiation, vacuum
Weaknesses Lifecount 2

Offense
Spd 40 ft
Reach 15 ft or 30 ft with Incubus Stinger
Melee two +18 claws (2d8+8 slashing, 19-20/x2 plus grab) plus +18 Incubus Stinger (4d6+8 piercing +1d8 acid +1d8 pleasure, 20/x3, 30 ft reach)
Special Attacks Gestational Sting, Incubus Stinger
Special Qualities No Breath
Spell-Like Abilities (CL 15th Concentration +16)
1x/day – summon nature's ally V (1d3 giant scorpions)
- nightmare (W-DC 16) (see text)

1x/week – planeshift

Statistics
Str 26 **Dex** 18 **Con** 29 **Int** 11 **Wis** 12 **Cha** 13
Base Atk +11 **CMB** +20 **CMD** 22
Feats Combat Reflexes, Greater Sunder, Improved Sunder, Lightning Reflexes, Power Attack, Stand Still, Step Up, Strike Back
Skills Climb +23, Intimidate +16, Knowledge (the planes) +8, Perception +16, Stealth +16 Swim +23

Ecology
Environment cold and temperate forests
Organization almost always solitary
Treasure incidental

SPECIAL ABILITIES

Gestational Sting (SU)
Each additional successful attack with the Incubus Stinger against an impregnated female target accelerates her pregnancy by 1d4 effective weeks. If the pregnancy is accelerated to term, the woman immediately gives birth to 1d3 giant scorpions, which fall under the Night Scorpion's command as if he had utilized his *summon* spell-like ability.

Incubus Stinger (SU)
The Night Scorpion's most fearsome weapon is not its claws, but rather its blood engorged stinger. Any living, female creature damaged by the Incubus Stinger must succeed at a FORT Save (DC 8 + acid damage inflicted) or become pregnant with the Night Scorpion foul offspring. A pregnant creature must succeed at this FORT Save or spontaneously miscarry as the scorpion pregnancy begins.

The Night Scorpion's pregnancy is particularly grueling, lasting 3d6 weeks. Each night, the mother is affected as if by a *nightmare spell,* and suffers a -10 penalty, as if the caster had a piece of her body or intimidate possession. The Night Scorpion does not need to be asleep to use this ability. The Night Scorpion can only choose one mother to victimize with this spell per night.

At the end of the pregnancy, the mother gives birth to 1d3 giant scorpions and must succeed at a DC 18 FORT Save or suffer 1d3 points of permanent CON drain per scorpion birthed. These creatures are innately hostile to the mother, and will attack her before fleeing to the wilds. The few giant scorpions that survive a few years eventually mature into new Night Scorpion males. The pregnancy can be ended with a *remove disease* spell or with a DC 20 Heal check.

Special
If a creature with the Lifespawn subtype is impregnated by a Night Scorpion, the pregnancy results in the birth of 1d3 giant scorpions plus an additional giant scorpion per point of the creature's Lifecount, to a maximum of ten.

Muscular Reflexes (SU)
The hulking Night Scorpion uses its STR modifier rather than its DEX modifier to determine how many attacks of opportunity it may make in a round. Rather than making an attack of opportunity against an armed opponent, it may attempt a Combat Maneuver check to sunder that opponent's weapons.

NATURE

Night Scorpions are a rapacious parasite species that has no females- they must incubate their young in the unwilling bodies of female hominids. Most Night Scorpions know at least a little Stonecutter, and some pick up more exotic languages in their travels. When at rest, they meditate in a lotus position, stinger erect, describing the nightmares they inflict upon women in low, eager voices. The xeno-scorpions speak of nothing else – they sing doggerel, gibberish songs about the joy of rape and the thrill of watching scorpion children eat their way out of a woman's uterus. They are just barely sentient enough to be truly sadistic, though with no true civilization of their own.

Unlike many other Lifespawn, Night Scorpions have no capacity for space travel. Instead, they occasionally step between dimensions, allowing the orbit of the Multiverse to carry them spatially as well as dimensionally. The creatures are surprisingly knowledgeable about the structure of the Multiverse and the hidden pathways between realities. Night Scorpions are infamous and justly feared in the ***Black Tokyo*** reality. Nobody is really sure if the Night Scorpions' predilection for rape is the result of the creeping corruption of that universe, or if Night Scorpions find *Black Tokyo* so appealing because of their innate urges.

Night Scorpions are hulking near-humanoids, with morphology that equally blends the worst attributes of man, scorpion and crocodile. They have somewhat reptilian heads and leathery, dull scales. Their phallic stinger is always twitching and whipping out. The species moves in herky-jerky, abrupt spasm, like a poorly animated stop motion horror.

NIGHT WOLF – CR 8

Bloodline – Singular
Large NE Aberration (evil, lifespawn)
XP 4,800
Init +2 **Senses** Darkvision 120 ft, lowlight vision, scent, Lifesense 1,000 miles, Perception +18
Languages Abyssal, Infernal, Stonecutter

Defense
AC 23 **Touch** 12 **Flatfooted** 20 (-1 size, +2 DEX, +1 dodge, +11 armor)
HP 12d8 + 60 hp (114 HP)
FORT +9 **REF** +6 **WILL** +11
Immune disease, poison, radiation, suffocation, vacuum
Weaknesses Diurnal Phasing, Lifecount 2

Offense
Spd 60 ft
Melee two +13 claws (1d10+5 slashing, 19-20/x2) plus bite (2d6+7 piercing plus trip, 19-20/x2)
Attack Options Pounce
Special Qualities No Breath

Spellcasting Spell-Like Abilities (CL 17th Concentration +20)
At Will – Dimension Door, Interplanetary Teleport

Statistics

Str 21 **Dex** 15 **Con** 20 **Int** 12 **Wis** 16 **Cha** 17
Base Atk +9 **CMB** +15 (+17 trip) **CMD** 27 (31 vs trip, bullrush)
Feats Combat Reflexes, Dodge, Greater Trip^B, Improved Trip^B, Power Attack, Run, Stand Still, Skill Focus (acrobatics)
Skills Acrobatics +23, Climb +20, Knowledge (religion) +13, Stealth +17, Perception +18

Ecology

Environment any (travels through, but does not hunt in hyperspace)
Organization always solitary
Treasure incidental

SPECIAL ABILITIES

Diurnal Phasing (SU)
The Night Wolf is designed for darkness; direct illumination weakens its hold on reality. In any area of bright illumination, the Night Wolf has a 50% chance of being incorporeal at the split second it makes any melee attack. If so, the attack inflicts no damage and is effectively wasted.

Nocturnal Adaptation (EX)
The Night Wolf's armored body fades into near invisibility when viewed with Darkvision or lowlight vision. Attackers perceiving the Night Wolf with either of these senses suffer a 25% miss chance on attack rolls against the Night Wolf. This miss chance stacks with other effects that cause a miss chance, such as concealment.

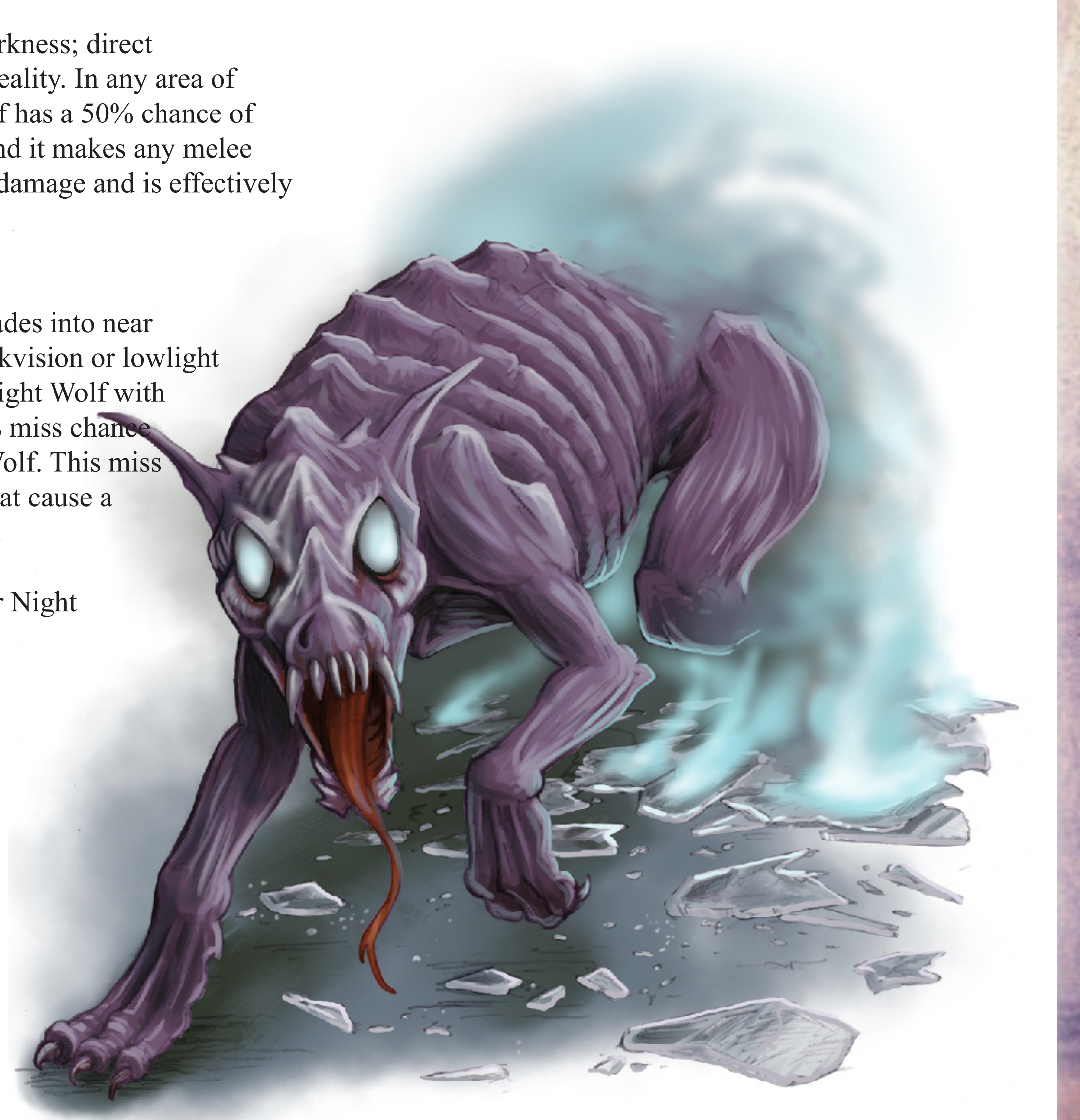
This penalty never applies to other Night Wolves.

Phase Hunter (SP)
If the Night Wolf scores a critical hit with any of its natural attacks, at the end of its attack sequence it may use *dimension door* as an immediate action. It is not required to do so, but the Night Wolf prefers a mobile, hard to predict, fast moving hunting style.

NATURE

Night Wolves are keenly intelligent, tactically brilliant hunters that prowl the galaxy in search of Lifespawn targets of opportunity. Unlike many predators, Night Wolves are unconfined to a single world- their hunting range can stretch across parsecs. While most common to ***Phallus Space***, Night Wolves have ranged as far as Earth itself in pursuit of their targets.

Like ***Overjudges***, Night Wolves are servants of the ***Singular***, though the Night Wolf challenges different prey. While Overjudges concern themselves with great Lifespawn powers- powers that one day might grow to threaten the Singular, the Night Wolves are opportunistic hunters. Their preferred target profile are intelligent beings only lightly touched by the Lifechain- young Lifespawn superhumans, the children of more powerful Lifespawn, neophytes who accepted an untested genemod without knowing its true origins, and those accidentally exposed to Lifechain contamination. Night Wolves delight in tearing the throat out of relatively minor Lifespawn- if their



more powerful kin watch and suffer, so much the better. The species is inordinately confident in their ability to strike and evade, and has little to fear from even the most determined pursuer. Night Wolves are especially terrifying to Lifespawn of the Gazelle bloodline.

Night Wolves are gaunt, heavily armored canids. Their bone-like exoskeletons are a drab charcoal grey, a shade that seems to disappear into the shadows when viewed with augmented vision. Despite their animalistic appearance, they are extremely intelligent and worse, they are masterful tacticians. Nobody in the galaxy is better at hit and run attacks than a Night Wolf.

OLD BLADE – CR 15

Bloodline – Fencers
lHuge LE Construct (lifespawn)
XP 51,200
Init +0 **Senses** Darkvision 120 ft, lowlight vision, Lifesense 100 miles, Perception +26

Defense

AC 28 **Touch** 8 **Flatfooted** 28 (-2 size, +30 natural)
HP 20d10 + 40 hp (150 HP)
Damage Reduction 15/epic
FORT +6 **REF** +6 **WILL** +12
Immune Construct immunities, Force
Resist Acid 10, Cold 10, Electricity 10, Fire 20

Spell Resistance 28
Weaknesses Lifecount 2

Offense
Spd 40 ft
Melee +33/+28/+23/+18 hyperdense blade (3d6+15 slashing, 20/x4)
Melee +33 vital strike hyperdense blade (12d6+15 slashing, 20/x4)
Special Qualities Caged Singularity, Mass Manipulation, Stability
Spell-Like Abilities (CL 20th Concentration +26)
1x/day – Haste (self only), Slow (W-DC 19)

Statistics
Str 41 **Dex** 11 **Con –** **Int** 10 **Wis** 22 **Cha** 10
Base Atk +20 **CMB** +37 (+39 bull rush, sunder) **CMD** 47 (51 vs bull rush and trip)
Feats Cleave, Great Cleave, Greater Bull Rush, Greater Sunder, Greater Vital Strike, Improved Bull Rush, Improved Sunder, Improved Vital Strike, Power Attack, Vital Strike
Skills Climb +35, Perception +26
Gear hyperdense blade

Ecology
Environment any land (planetary)
Organization always solitary
Treasure incidental

SPECIAL ABILITIES

Caged Singularity (SU)
The Old Blade is powered by the energy generated by a microscopic singularity contained within a magnetic bottle. When the Old Blade is destroyed, the singularity is unleashed and can inflict horrific damage in the few seconds it remains in existence before dissipating.

The Caged Singularity effect remains for 1d6 rounds, during this time, a 60 ft radius around the fallen Old Blade is considered a High Gravity environment, and becomes an area of dim illumination, regardless of prevailing conditions.

Each round, creatures within this area must succeed at a DC 20 FORT Save or be pulled 10 ft closer to the fallen Old Blade. Each 5 ft square a creature is pulled inflicts 5d6 bludgeoning and 5d6 energy damage. A creature pulled directly into the fallen Old Blade's space suffers 10d6 energy damage per round. This energy damage is of no specific type, and not subject to energy resistance or immunity. Targets destroyed by this effect are compressed to a microscopic point, with all their gear, effectively similar to disintegration.

Gravity Immunity (SU)
The Old Blade is immune to the effects of both High, Low and Zero Gravity environments. It treats all environments as normal gravity, and is immune to effects that specifically manipulate gravity. The Old Blade is also immune to force damage.

Hyperdense Blade (EX)
The Old Blade's sword is forged from a cosmic alloy created in the heart of a singularity. It is considered both a magic and adamantine weapon for the purpose of overcoming damage reduction.

The hyperdense blade weighs several tons, and only the Old Blade itself can wield it as a weapon. It is salvageable only as an extremely heavy sample of an exotic alloy. It is not harmed by the Old Blade's Caged Singularity power source if the Old Blade is destroyed. The Hyperdense Blade cannot be sundered.

Mass Multiplication (SU)
On any round the Old Blade makes only a single attack with its Vital Strike ability, surplus power from its caged singularity power supply increases the construct's mass geometrically. The Old Blade's mass becomes so great that it generates its own very powerful gravity well.

A 60 ft radius around the Old Blade becomes a High Gravity environment. Flying creatures must succeed at a DC 25 Fly check or 'fall' into an adjacent space to the Old Blade. The Old Blade may make an attack of opportunity against any falling flier using its hyperdense blade. This High Gravity effect remains in place until the beginning of the Old Blade's next turn.

NATURE

Old Blades are truly ancient weapons abandoned by their makers long, long ago. Scientific examination and radiocarbon dating of fallen specimens hint at impossible age. Their creation might predate the Big Bang, indicating whatever war the robotic behemoths were commissioned to fight was older than our universe. Xeno-archeologists trying to prove the existence of either the ***Second Iteration*** or ***The Senators*** often point to the Old Blades as proof.

Old Blades have been found on thousands of worlds, inert and buried deep within the planetary crust. The current theory is that the planet actually formed around and trapped the behemoth while solidifying out of its plasmic accretion disk. Old Blades are often found in a tight, fetal ball, clenched around their massive blade.

The only indication of their ancient creation is the rust marring the Old Blade's ultradense hull plating. Once, their fine armor was pure silver, traced with primordial runes and sigils. Today, if an Old Blade awakens, its armor is marred by tracing of crimson rust; another twenty billion years, and the armor might rust away entirely. Perhaps.

Old Blades speak no language recognizable to current-era sentients. If one awakens, it begins a combat patrol, walking hundreds of miles in a tight figure eight pattern, and expanding its range with every circuit. If another Lifespawn creature enters its detection range, the Old Blade will seek, hunt and exterminate the interloper. It mercilessly assaults fellow Lifespawn, regardless of bloodline or origin, but rarely harms (or even interacts with) other creatures. If no Lifespawn can be found, the Old Blade simply walks its patrol beat. It only retaliates in the rare event that an assault poses a real threat. In most cases, it simply ignores attacks (and attackers) that fail to penetrate its Damage Reduction and other defenses.

OMNI-CONSUMPTOS – CR 18

Colossal CE Outsider (chaotic, extraplanar, great old one)
XP 153,600
Init +10 **Senses** Darkvision 90 ft, lowlight vision, *true seeing,* perceive unencrypted radio/television/WIFI signals, Perception +4
Aura Unspeakable Aura (300 ft, W-DC 26 or be overcome by avarice)

Defense
AC 28 **Touch** 12 **Flatfooted** 28 (-8 size, +10 insight, +16 natural)
HP 25d10 +200 hp (338 HP)
Damage Reduction 15/mythic
FORT +22 **REF** +8 **WILL** +18
Immune Acid, Cold, Negative Energy, Pleasure, ability damage/drain, aging, death effects, disease, energy drain, mind-affecting effects, paralysis, petrification
Vulnerable Electricity, Fire

Offense
Spd 60 ft Climb 60 ft
Melee two +28 slams (6d6+11 bludgeoning, 20/x4) or +28 slam (6d6+17 bludgeoning 20/x4 plus pinning stomp)
Ranged +17 entropic vomit (6d12 negative energy, 20/x4, 100 ft range increment)
Special Attacks Grab (gargantuan), Constrict, Pinning Stomp
Special Qualities Immortality, Star Flight
Spell-Like Abilities (CL 25th Concentration +30)
At Will – phantasmal killer (W-DC 13)

Statistics
Str 32 **Dex** 11 **Con** 26 **Int** – **Wis** 19 **Cha** 20
Base Atk +25 **CMB** +45 **CMD** 55
Feats Power Attack ^{B}

Ecology
Environment any inhabited land or urban area
Organization always solitary
Treasure incidental

SPECIAL ABILITIES

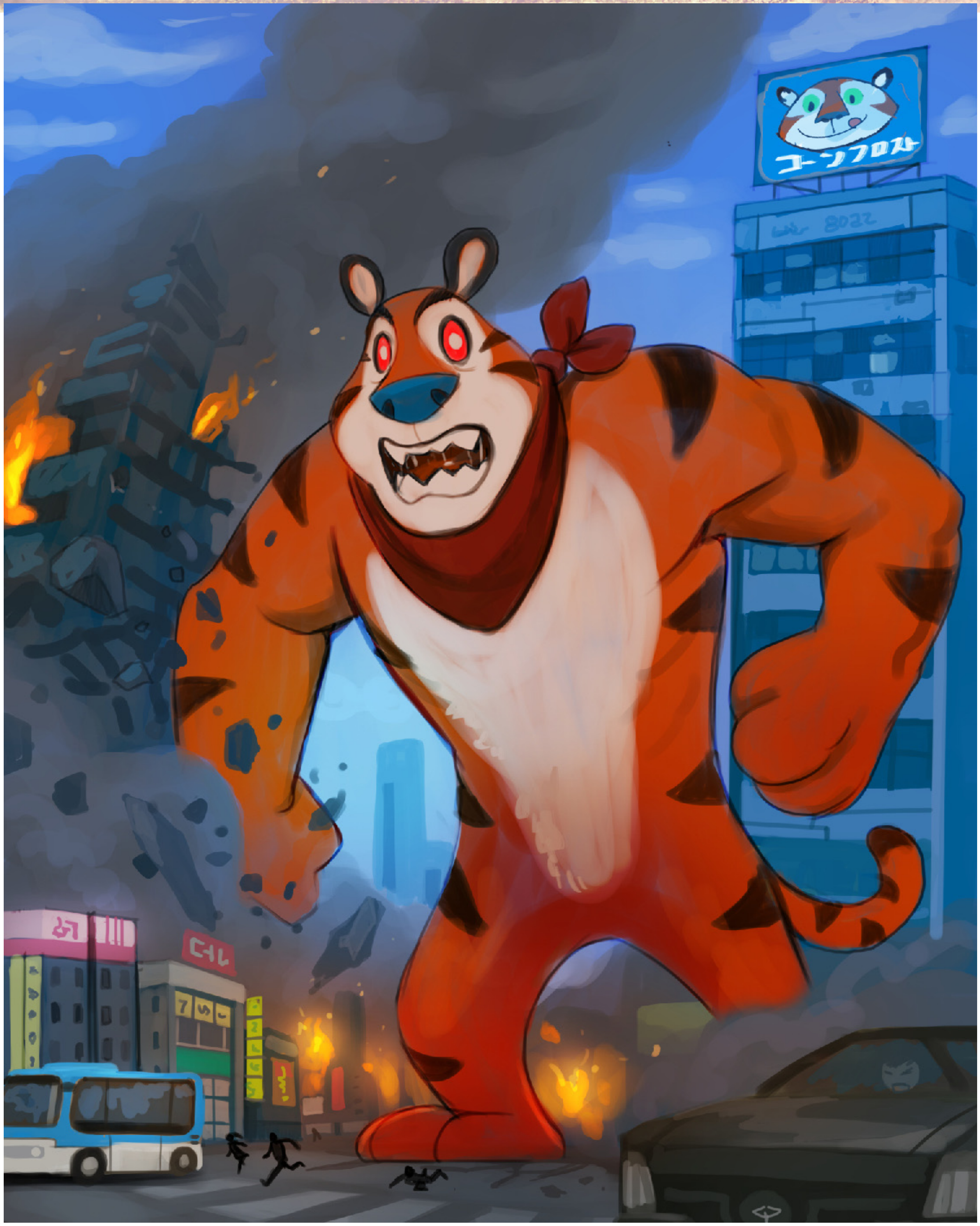
Ad Campaign Insanity (EX)
Any creature that attempts to interact directly with the Omni-Consumptos' thoughts (such as via *detect thoughts* or *telepathy*) must succeed at a DC 26 WILL Save or be driven permanently insane. This duplicates either the effect of the *insanity* spell, or the insanity rules in the Pathfinder Roleplaying Game *Gamemastery Guide*, in which case the Save DC is also the ongoing insanity DC. This is a mind-affecting effect.

Insane creatures, regardless of the origin of their insanity, as well as creatures who have succumbed to the Great Old One's Unspeakable Presence, cannot make WILL Saves to resist the Omni-Consumptos' *phantasmal killer* spell-like abilities The Great Old One's *phantasmal killers* always take the shape of nightmarish creatures that resemble distorted, but still recognizable advertising mascots.

"Choose the Form of the Destructor" (SU)
During the first round of combat, the Omni-Consumptos takes no actions save for defending itself against attacks, and has the *incorporeal* subtype. During this time, the being is a massive, vaguely humanoid figure of purplish light. When the Omni-Consumptos' form is chosen, it assumes that shape at the beginning of the second round of combat, becomes corporeal and sheds the incorporeal subtype, and then begins acting normally upon its initiative count.

All intelligent creatures with heroic class levels present when the Omni-Consumptos appears make Charisma checks; the creature that achieves the highest result is mentally probed by the Omni-Consumptos, and must save against the creature's *Insanity* quality. This creature chooses the Omni-Consumptos' form for the encounter, regardless of whether or not it becomes insane.

This choice allows the character to add any single type or subtype it chooses to the Omni-Consumptos for the duration of the encounter; the Omni-Consumptos is treated as a member of this type or subtype for the purposes of spells, abilities and effects (such as bane weapons) dependent on a creature's type as well as its own type.



Murderous Vomit (EX)
If the Omni-Consumptos kills a creature with its slam attack or its constrict ability, the Omni-Consumptos may make a ranged attack with its entropic vomit ability as a swift action that does not provoke attacks of opportunity.

Unspeakable Presence (SU)
The Omni-Consumptos' mere presence inflicts horrible mental anguish and torment upon all creatures within 300 ft who can clearly see and hear the Great Old One, A creature affected by the Omni-Consumptos flees combat and immediately begins rioting, looting and stealing, trying to find food and luxury goods by any means necessary. Affected creatures will murder those in their way or those who try to prevent their thefts, and unless restrained will eventually begin cannibalizing the fallen and indiscriminately looting corpses.

A successful DC 26 WILL Save negates this effect. A creature who saves cannot be affected by the Omni-Consumptos' unspeakable presence for 24 hours; this is a mind-affecting effect.

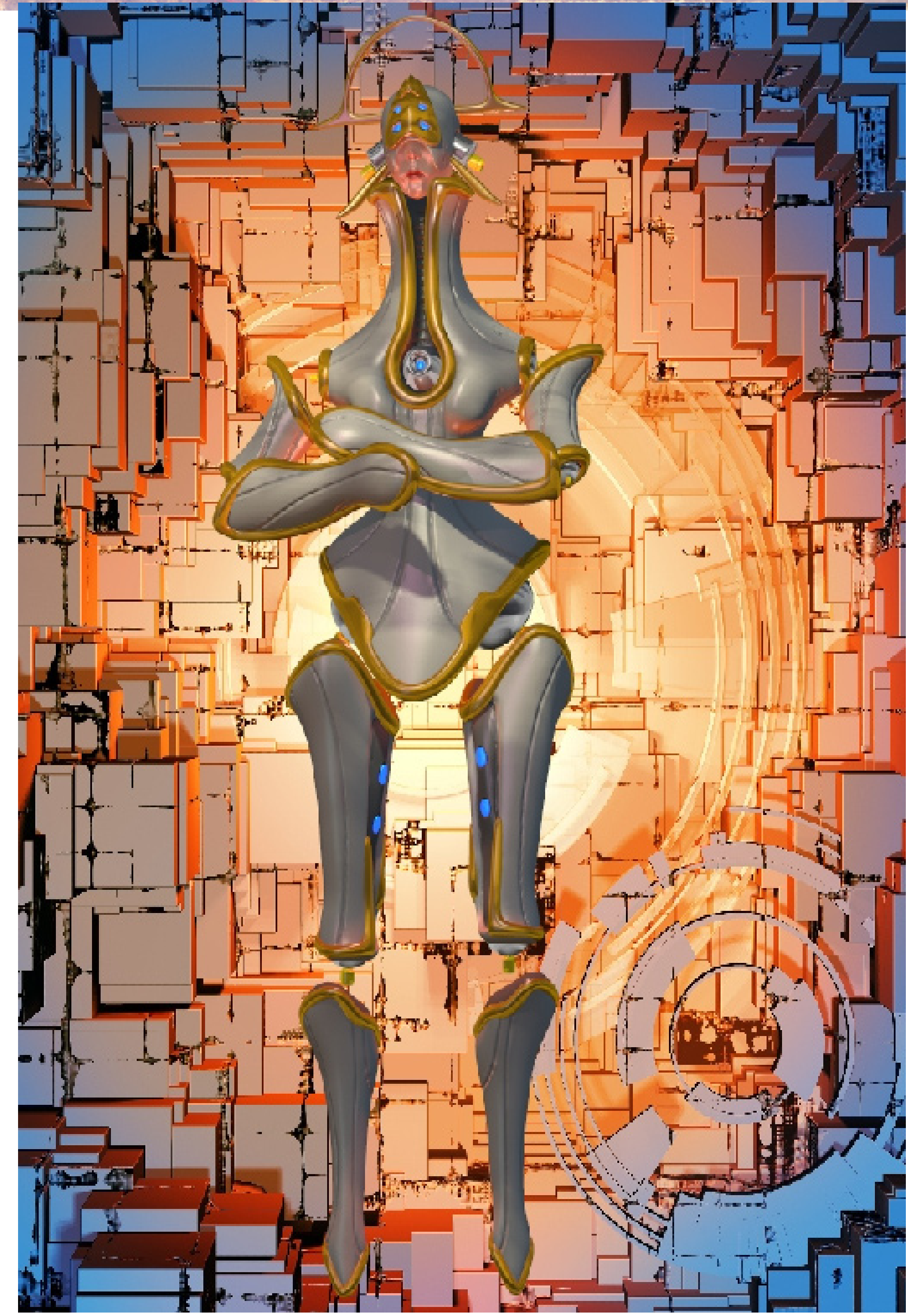
Mythic (EX)
The Omni-Consumptos is treated as a 10 Tier Mythic creature for determining how Mythic powers and abilities affect it. The Omni-Consumptos can use a Mythic Surge (+1d12) up to 10 times per day.

If the Omni-Consumptos expends a use of Mythic Surge when using its *phantasmal killer* ability, it may affect up to 6 creatures, all of whom must be within 300 ft, simultaneously.

NATURE

Omni-Consumptos are a lesser breed of Great Old Ones that only prey on relatively advanced worlds – cultures united by a global communications network and shared pop culture and modern advertising techniques. The creatures drift through space, inert and yet still alive, for uncounted millennia until they hear a fragment of an ad jingle drifting through space at the speed of radio waves. Then, the creature awakens and begins swimming in the direction of the silent sound. Others are the pawns of especially powerful ***Sentient Megacorps*** *(Secret Soldiers, Otherverse Games, 2017),* unleashed as weapons against consumer populations that need to be pacified by force.

An Omni-Consumptos has no true shape; in its natural state, it is a shimmer of violet force in a roughly bipedal form. When it arrives upon a target planet, the Omni-Consumptos forces one of its victims to choose its shape. This shape is always a distorted mockery of an advertising mascot from that world's pop culture; ad mascots for products that target especially basic needs: for food, shelter or sex, are the most commonly chosen choices. When the Omni-Consumptos finally chooses a shape, it begins an hours-long rampage that can devastate an entire city. The beings are mindlessly violent in the extreme, destroying everything around them until they finally fall into a peaceful slumber amid the ruins and maddened survivors. When the creature slumbers, it loses its assumed shape and becomes a deep purple shadow, floating above the ground, once again.



ORIGINATE – CR 19

Bloodline – Genesis
Colossal LN Construct (Battlechanger, lifespawn)
XP 204,800
Init +0 **Senses** *see in darkness*, sensors equal to a military-grade capitol ship, Lifesense 1.5 light years, Perception +20
Languages Celestial, Tech-EM, Tech-FG, Tech-SV, Tech-TY

Defense

AC 38 **Touch** 2 **Flatfooted** 38 (-8 size, +26 natural +10 deflection)
HP 28d10 +80 hp (360 HP)
Damage Reduction 15/epic and chaotic
Fast Healing 20/electrical
FORT +9 **REF** +9 **WILL** +14
Immune Cold, Fire, construct immunities, Lifespawn immunities
Resist Electrical 20, Pleasure 10, Sonic 10
Spell Resistance 28

Offense

Spd 60 ft Fight 120 ft (poor) Space Flight 1,000 ft (perfect) or 4 hexes, Hyperdrive Rating 1
Melee two +30 *axiomatic slams* (15d10+8 bludgeoning plus creates difficult terrain in all adjacent squares, 20/x4)
Ranged four +20 *axiomatic plasma beams* (8d12 fire/electricity, 20/x3, 500 ft range increment, single shot)
Special Qualities Freeze (terraforming station mode), Greater Starflight
Spell-Like Abilities (CL 28th Concentration +36)

At Will **–** *quickened, silent* earthquake (D-26)
- meteor strike (R-DC 27)
- *quickened*, *silent* tsunami (D-26)

5x/day – *maximized* Make Whole
1x/day **–** downloaded intelligence
- summon (4d6 Tyrakon Hunter-Killers with a LN alignment, 100%)
- wish (to create, repair or summon high tech devices/creatures only)

1x/month **–** grand terraforming
- urbana ex nihlo

Statistics
Str 28 **Dex** 10 **Con –** **Int** 26 **Wis** 20 **Cha** 16
Base Atk +28 **CMB** +44 **CMD** 54 (cannot be tripped or bull-rushed)
Feats and Skills The Originate is a post-human machinist and craftsperson, capable of creating virtually any technological device or artifact given enough time. She has a total modifier of at least +50 in virtually all technology-related and advanced Craft and Knowledge skills, with an emphasis on the creation of mega-structures.

Ecology
Environment any
Organization solitary or acting as a settlement, sometimes remaining in city form for millennia at a time
Treasure incalculable (effectively the combined treasuries of an entire advanced culture)

SPECIAL ABILITIES

Terraformer Station Alt-Mode (EX)
The Originate can completely reshape herself, unfolding on tessarect hinges within her structure to become a massive, ultra-tech, fully-sealed city built around a terraforming station and fusion reactor. This facility has a foot print of several dozen square miles and covers as much ground as a large city and includes all the facilities necessary to sustain a population of up to a million citizens. This facility includes atmosphere processing, life support, civic facilities and air/space ports necessary for the population to thrive on even the most hostile world.

It requires at least 4d6 hours for the Originate to transform to her terraforming station mode. She can resume her humanoid form in one hour, and is helpless during her transformation. Inhabitants in the terraforming station when it begins transforming suffer 20d10 bludgeoning damage as the city folds in on them. Inhabitants can attempt a DC 28 REF Save; success means the creature takes half damage and appears in an empty square outside the transforming station.

If the Originate remains in city form at the same location for at least one month, the surrounding world is affected by both *grand terraforming* and *urbana ex nihlo* spells, permanently altering the atmosphere and establishing a mega-structure of the Originate's choice, in an open area near the terraforming station.

Perfected Design (EX)
The Originate is a perfect, flawless cosmic machine. She receives maximum Hit Points per Hit Die.

NATURE

Originates are ancient, god-like machines who have travelled the cosmos for billions of years longer than the most ancient proto-Battlechanger. Believed to be the direct result of a mating between the Genesis and the Mother, Originates have a profound connection to the Lifechain. Originates are allowed free passage by all the great powers of the galaxy, and seem to exist mostly outside the complex politics of Lifespawn society. Originates especially fear ***Great Watchmakers***, as the greater machine-gods feed on Originates. A Watchmaker can easily swat aside an Originate's defenses to feed on her 'core'- the central machine organ that sustains her life and empowers her.

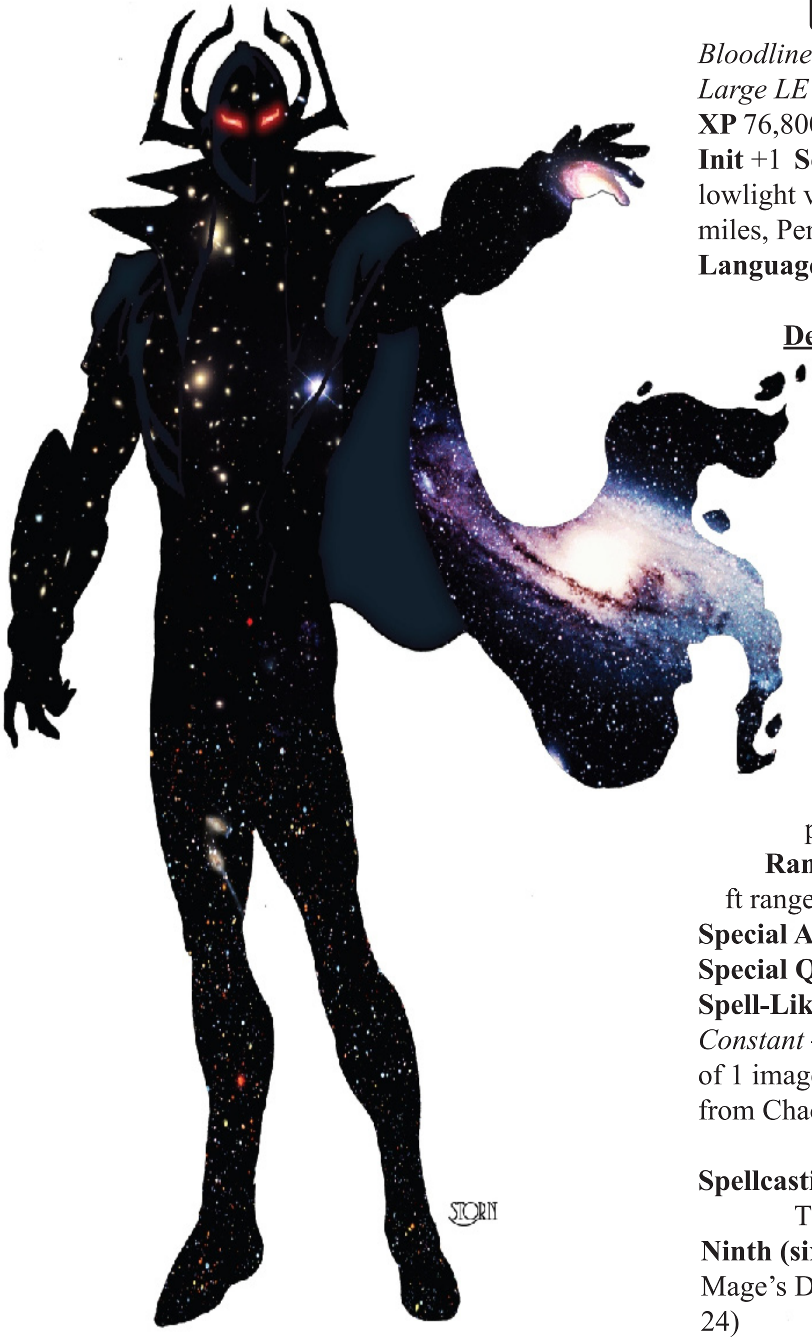
These inscrutable great machines exist seemingly only to create vast cosmic machines and works of cosmic art. They are responsible for the construction of ringworlds with habitable areas larger than the entirety of the galaxy's natural planets combined, and Dyson spheres huge enough to enclose an entire solar system and even grander mega-structures. Their creations are monolithic and startlingly beautiful, built on a mythic, grandiose scale that breaks the mind of most humanoids trying to comprehend them.

Originates are dangerous primarily in that once they have decided to build a mega-structure, neighboring sentients have no say in the matter. Originates will demolish every world and moon in a system to gather the raw ores necessary to build a great ring. Whenever possible the creature will arrange transport out-system for those displaced by construction, but those who refuse exile are crushed under the weight of progress. Originates rarely speak to biological lifeforms, and are only slightly more communicative with lesser machine lifeforms.

Once an Originate's labors are complete, it assumes station form, and can remain inert in this shape for tens of thousands of years. This vast city-station is usually built atop vast Fuelon deposits, if present on a world, and can process this rare resource efficiently. An Originate in city form gives birth to new Battlechanger and other mechanoids regularly, in an asexual process that buds new *mecha-born* Battlechangers from the Originate's living metal. When threatened, the Originate can summon armadas of high-flying Battlechanger air warriors to defend the station. Though not especially combative, a threatened Originate can shake the earth or create *tsunami* just by slamming its fists down or stomping hard.

Originates in their humanoid shape are goliath mechanoids taller than a sky scraper… still comparatively small compared to their titanic station form. Their features are vaguely female, and the creatures often adopt a female gender identity and view the creation of new machines and megastructures in explicitly maternal terms. Rather than the crudity of joints, exotic energy fields link each limb with both unbreakable force and incredible dexterity.

OVERJUDGE – CR 16



Bloodline – Singular
Large LE Outsider (extraplanar, evil, lawful, lifespawn)
XP 76,800
Init +1 **Senses** Blindsense 500 ft, Darkvision 120 ft, lowlight vision, *see in darkness, trueseeing*, Lifesense 100 miles, Perception +34
Languages Celestial, Infernal, *truespeech, telepathy* 500 ft

Defense

AC 18 **Touch** 18 **Flatfooted** 17 (-1 size, +1 DEX, +8 deflection)
HP 21d10 + 42 hp (158 HP)
FORT +9 **REF** +13 **WILL** +23
Immune Cold, Electricity, Fire, disease, magic, poison
Resist Acid 10, Sonic 10
Weaknesses Lifecount 2

Offense

Spd 40 ft Flight 120 ft (average) Zero G Flight 1,500 ft
Melee +21/+16/+11/+6 talons (1d10+1 slashing plus energy drain and excision, 19-20/x4)
Ranged two +21 void blasts (6d6 energy*, 20/x4, 100 ft range increment
Special Attacks Energy Drain (2 levels, FORT DC 22)
Special Qualities No Breath, Starflight
Spell-Like Abilities (CL 21st Concentration +40)
Constant – Mirror Images (8 images, regenerate at the rate of 1 image/round if destroyed) True Seeing, Protection from Chaos, Protection from Good

Spellcasting (21st Concentration +40)

The Overjudge casts spells as a 21st level sorcerer.
Ninth (six slots) Overwhelming Presence (W-DC 26), Mage's Disjunction (F-DC 24), Power Word: Kill (W-DC 24)
Eighth (six slots) Horrid Wilting (F-DC 23), Orb of the Void (W-DC 23), Maze (W-DC 25)
Seventh (six slots) Banishment (W-DC 22), Plane Shift, Waves of Exhaustion
Sixth (six slots) Contagious Flame, Greater Dispel Magic, Geas (W-DC 23)
Fifth (seven slots) Ball Lightning (R-DC 20), Cloudkill (F-DC 20), Dismissal (W-DC 20), Dominate Person (W-DC 22),
Fourth (seven slots) Agonize (F-DC 19), Crushing Despair (W-DC 21), Dimensional Anchor, Lesser Geas (W-DC 21)
Third (seven slots) Dispel Magic, Fireball (R-DC 18), Loathsome Veil (W-DC 18) Unadulterated Loathing (W-DC 21)
Second (seven slots) Daze Monster (W-DC 19), Darkness, Dust of Twilight, Touch of Idiocy, Unshakable Chill

First (eight slots) Charm Person (W-DC 18), Hypnotism (W-DC 18), Magic Missile, Memory Lapse (W-DC 18)

Statistics
Str 12 **Dex** 12 **Con** 14 **Int** 22 **Wis** 28 **Cha** 20
Base Atk +21 **CMB** +22 **CMD** 33
Feats Arcane Blast, Arcane Shield, Combat Casting, Critical Focus, Crippling Critical, Frightful Presence, Greater Spell Focus (enchantment), Greater Spell Penetration, Improved Critical (talons), Iron Will, Spell Focus (enchantment), Spell Penetration
Skills Bluff +30, Diplomacy +30, Intimidate +30, Knowledge (arcana, history, religion, the planes) all at +30, Knowledge (all remaining skills) each at +27, Perception +34, Spellcraft +30, Use Magic Device +30

Ecology
Environment any (often found in deep space, hyperspace and the Inner and Outer Necklace regions of Phallus Space)
Organization always solitary
Treasure incidental

SPECIAL ABILITIES

Dying Transfiguration (SU)

Even if destroyed themselves, Overjudges corrupt Lifespawn into twisted servants of the Singular. When the Overjudge is destroyed, it erupts in a storm of black energy 30 ft in diameter. All within suffer 10d10 energy damage of the same unspecified type as the Overjudge's Void Blast (REF DC 26 half).

Creatures who suffer damage from the blast but survive must succeed at a DC 20 FORT Save or gain the Awakened Heritage (the Singular) Lifechained feat as a racial bonus feat. This feat is described in this sourcebook's appendix, and is a revision of the feat from *Guide to the Known Galaxy* (Otherverse Games, 2008). Victims are comatose for 4d6 hours after the transformation as a result of the mental trauma.

Lifespawn from other bloodlines must succeed at this saving throw or find their Awaken Heritage changing to the Singular. They lose any Lifespawn feats they no longer quality for, and replace them with an equal number of new Lifespawn feats they do.

Excision (SU)

A target damaged by the Overjudge's melee talons suffers a permanent reduction of -1d8 HP to their maximum Hit Point total. This effect is cumulative with the less permanent Hit Point loss caused by the creature's energy drain ability. The permanent HP reduction caused by Excision is multiplied on a critical hit.

Alternatively, rather than causing permanent HP damage via Excision on a critical hit, the Overjudge can choose to permanently remove one Lifechained feat of its choosing from a target. It cannot remove Awakened Heritage in this manner unless and until the creature possess no other Lifechained feats.

Lifespawn Dominance (SU)

The Overjudge is a greedy and rapacious fragment of the Singular's dreaming consciousness, and can cripple lesser Lifespawn creatures. Lifechained creatures cannot easily coordinate their actions against the Overjudge.

- Non-Lifespawn are not affected by this ability in any way.
- Lifespawn creatures with 15+ HD are immune to the effects of this ability.
- Lifespawn creatures with 9-15 HD cannot benefit from flanking, aid another bonus or morale bonuses while within 500 ft of the Overjudge.
- Lifespawn creatures with fewer than 9 HD are considered cowering when within 500 ft of the Overjudge. This ability overcomes even general immunity to fear.
- Lifespawn creatures with 4 or fewer HD fall under the Overjudge's mental control, as if by *dominate monster.* They remain so for 1d6 hours after removed from the Overjudge's presence or after the creature retreats or is slain.

Each Lifechain feat a creature possesses reduces its effective character level/Hit Dice by -1 for the purpose of this ability (rounded down).

Magic Absorption (SU)

The Overjudge is immune to any spell or spell-like ability that allows spell resistance. The Overjudge recovers 1d6 Hit Point per caster level of any spell or spell-like ability cast against him, and receives a +1 morale bonus on attack and damage rolls and saving throws per spell level for one round if a spell is cast against him.

Void Blast (SU)

The damage inflicted by the Overjudge's Void Blasts is of an unspecified energy type, not subject to energy resistance or immunity. Creatures slain by the Void Blast are completely disintegrated, along with all their gear.

NATURE

The Second Iteration ended when one of the Senators betrayed its fellows and remade the universe in its own image, evolving into the god-like Singular. The Singular has never stirred from within the Phallus; it has been unseen and uncommunicative since the first instant of the Big Bang. However, the Singular's silent presence has been felt by the races of the galaxy, and those dwelling within the most dangerous regions of Phallus Space.

Overjudges are agents of the Singular's will. They appear as massive, vaguely humanoid shadows of star-filled blackness- the night sky cut into a roughly humanoid form. Their vague and wavering outlines suggest a voluminous cloak and horned mask of office, similar to those worn by the long-ago Senators themselves. Perhaps the Singular created these beings to mock the star-gods he betrayed, or in recollection of the shape he took when he was one of them?

Overjudges are feared throughout the known galaxy, but they are relatively uncommon beyond Phallus Space. Overjudges rarely speak to mortals, and even if they do it is in curt telepathic sentences that brook no possibility of refusal. These powerful beings are often dispatched on missions of great importance, annihilating cults and agents of the lesser Lifespawn gods- the Mother, the Genesis, or the Nemesis that have grown too powerful for the slumbering Singular's comfort (though perhaps they show more mercy to agents of the Nemesis, as he is the favored divine son). They hunt the remnants of the Second Iteration wherever such are discovered without mercy- Gazelle, Senator and other Lifespawn heritages are vestiges to be exterminated, like lines of corrupt, legacy code in a computer program.

PALLANTID KNIGHT – CR 5

Bloodline – Mother
Large LN or occasionally LG Monstrous Humanoid (lifespawn)
XP 1,600
Init +2 **Senses** Darkvision 60 ft, lowlight vision, all around vision, Lifesense 1 mile, Perception +13
Languages Celestial, Stonecutter, *truespeech* with female creatures only

Defense
AC 21 **Touch** 11 **Flatfooted** 19
(-1 size, +2 DEX, +10 armor)
HP 6d10 +24 hp (57 HP)
FORT +9 **REF** +4 **WILL** +9
Immune suffocation, vacuum, radiation (No Breath), Cold
Weaknesses Lifecount 2

Offense
Spd 30 ft Flight 60 ft (poor)
Melee +14/+9 *matu greatsword* (2d6+8 slashing, 19-20/x2)
Ranged +7/+2 ectoplasmic pulse (2d6 bludgeoning, 20/x2, 30 ft range increment)
Special Qualities All Around Vision, No Breath
Spell-Like Abilities (CL 10th Concentration +14)
3x/day – holy smite (W-DC 18)
1x/week – interplanetary teleportation

Statistics
Str 21 **Dex** 15 **Con** 19 **Int** 15 **Wis** 19 **Cha** 17
Base Atk +6 **CMB** +11 **CMD** 23
Feats Awakened Heritage (the Mother)^{B}, Cleave, Power Attack, Weapon Focus (great sword)
Skills Fly +8, Heal +15, Perception +13, Sense Motive +15, Survival +15
Gear *matu greatsword*, mwk. full plate, 2x potions of *cure serious wounds*

Ecology
Environment any
Organization usually solitary, only found in pairs or trios in times of imminent crisis or if called to service by a more powerful Mother-bloodline Lifespawn
Treasure double standard (including gear)

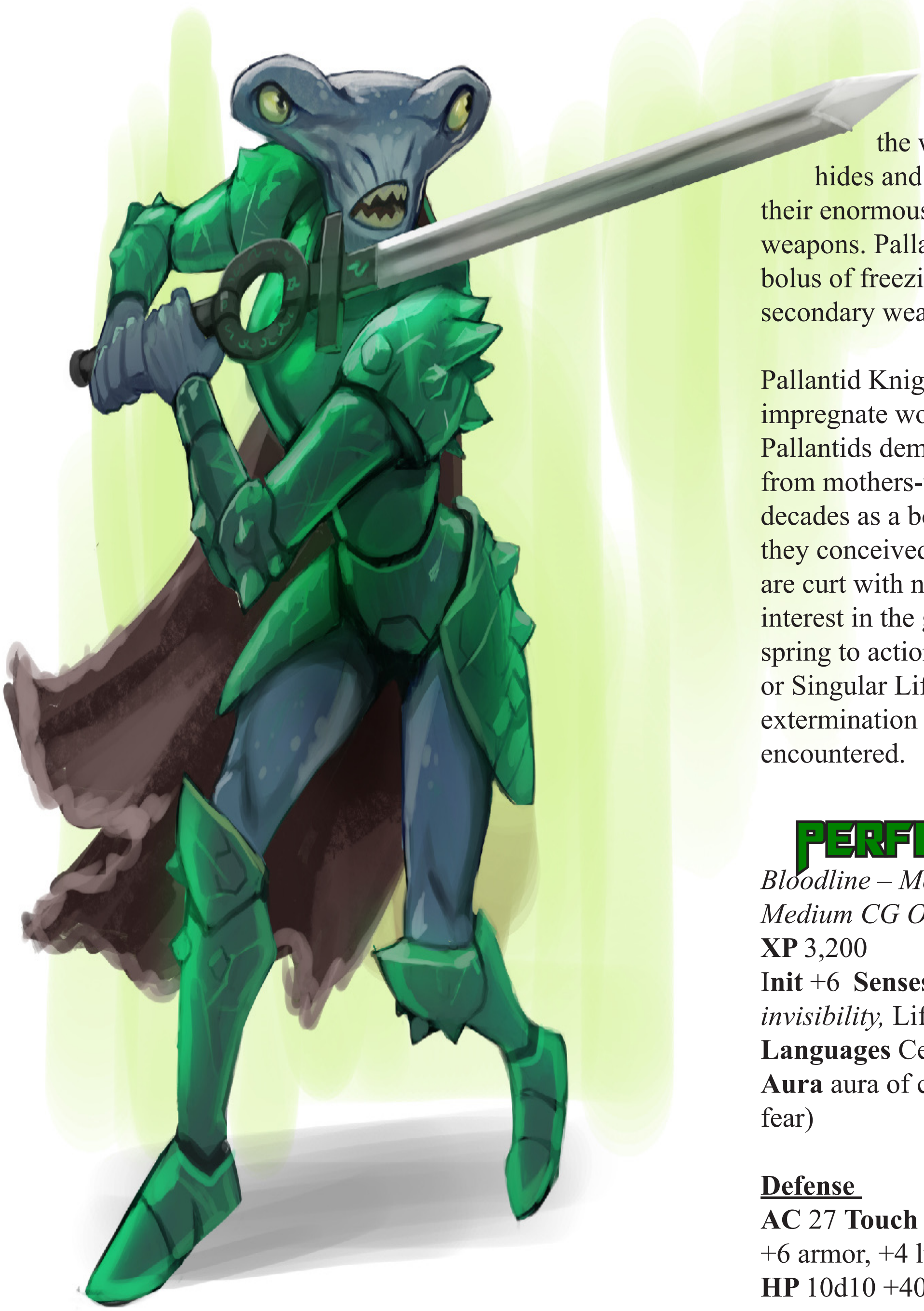
SPECIAL ABILITIES

Blade and Soul (EX)
If the Pallantid Knight confirms a critical hit with their *matu greatsword,* they can make an immediate ectoplasmic pulse ranged attack at their highest base attack bonus. The Pallantid Knight can target either their original target or another creature within range, and never provokes attacks of opportunity for this action.

Impregnating Touch (SU)
As a full-round action usable once per day, the Pallantid Knight can touch a willing or helpless humanoid or monstrous humanoid female capable of reproduction and induce a pregnancy. The pregnancy proceeds as normal for the touched creature, and the offspring receives Awakened Heritage (the Mother) as a racial bonus feat.

NATURE

Pallantid Knights are an order of questing cavaliers in the service of ***The Mother***. The Pallantid species is genetically dedicated to the ideal of knighthood, the ancient codes and traditions of their order written onto every azure blood cell. The Pallantids are among the Mother's most numerous, and certainly most faithful and dependable servants. Despite the Pallantid Knight's utter dedication to the protection of hominid life – particularly breeding females of intelligent species – the universe is still a dangerous and often



terrifying place. Pallantid numbers are too few to protect every civilization: often, a single Pallantid Knight patrols a sector of space hundreds of parcecs wide. When a Pallantid Knight falls, they always fall alone.

Pallantid Knights are utterly humorless, sternly resolute, hermaphaditic humanoids who stand nearly three meters tall. They clad themselves in plate armor hewn from some strange, living emerald xeno-mineral and carry enormous bastard swords of the same substance. These legendary *matu greatswords* have been handed down among the Knights since before the current Universal Iteration came into being, and a Knight will do anything – short of planetary genocide – to recover a fallen Knight's blade, and they'd struggle hard against that genocide idea if prevented from reclaiming the weapon. The creatures have eggshell blue hides and a skull like a hammer head shark's, and their enormous widely spaced eyes are as green as their weapons. Pallantid Knights can summon an ectoplasmic bolus of freezing, viscous liquid that they can wield as a secondary weapon.

Pallantid Knights are dispatched into the cosmos to impregnate worthy females with Mother-born Lifespawn. Pallantids demand both mental and physical excellence from mothers-to-be. A Pallantid Knight might spend decades as a bodyguard and mentor for young Lifespawn they conceived before resuming their eternal quests. They are curt with non-Lifespawn humanoids, and have little interest in the galaxy beyond Lifepsawn affairs, but will spring to action to protect mortals, especially from Nemesis or Singular Lifespawn. The Pallantid code demands the extermination of these cruel Lifespawn wherever they are encountered.

PERFECT WEAPON – CR 7

Bloodline – Mother
Medium CG Outsider (human, lifespawn)
XP 3,200
Init +6 **Senses** Lowlight vision, Darkvision 60 ft, *see invisibility,* Lifesense 1 mile, Perception +17
Languages Celestial, *truespeech*
Aura aura of courage (30 ft, +4 morale bonus on saves vs fear)

Defense
AC 27 **Touch** 21 **Flatfooted** 20 (+6 DEX, +1 dodge, +6 armor, +4 luck)
HP 10d10 +40 hp (95 HP)
FORT +11 **REF** +15 **WILL** +10
Immune Lifespawn immunities, fear
Weaknesses Lifecount 1

Offense
Spd 40 ft
Melee +16/+11 unarmed strike (1d8+4 bludgeoning, piercing or slashing, 20/x2)
Special Qualities Evasion, No Breath
Psi-Like Abilities (ML 5th Concentration +9)
***At Will* –** detect psionics

- empathy
- mindlink

Statistics
Str 18 **Dex** 23 **Con** 18
Int 13 **Wis** 16 **Cha** 19
Base Atk +10 **CMB** +14 **CMD** 30
Feats Combat Reflexes, Dodge, Improved Lightning Reflexes, Lightning Reflexes, Super Kawaii, Stunning Fist ^{B}, Weapon Finesse ^{B}
Skills Acrobatics +19, Diplomacy +17, Knowledge (history, religion) both at +14, Perception +17, Pilot +19, Sense Motive +17
Gear +*1 war ribbons*

Ecology
Environment any
Organization solitary or accompanied by 1d4 humanoid loyalists (heroic NPCs of various species with 1d6+2 class levels)
Treasure incidental

SPECIAL ABILITIES

Aura of Courage (SU)
The Perfect Weapon's cosmic confidence allows her to generate an aura of courage similar to a paladin's.

Ballet of Warfare (EX)
Anytime the Perfect Weapon is missed with a melee attack, she may make a 5-ft step as an immediate action. There is no limit to the distance she may travel in this manner.

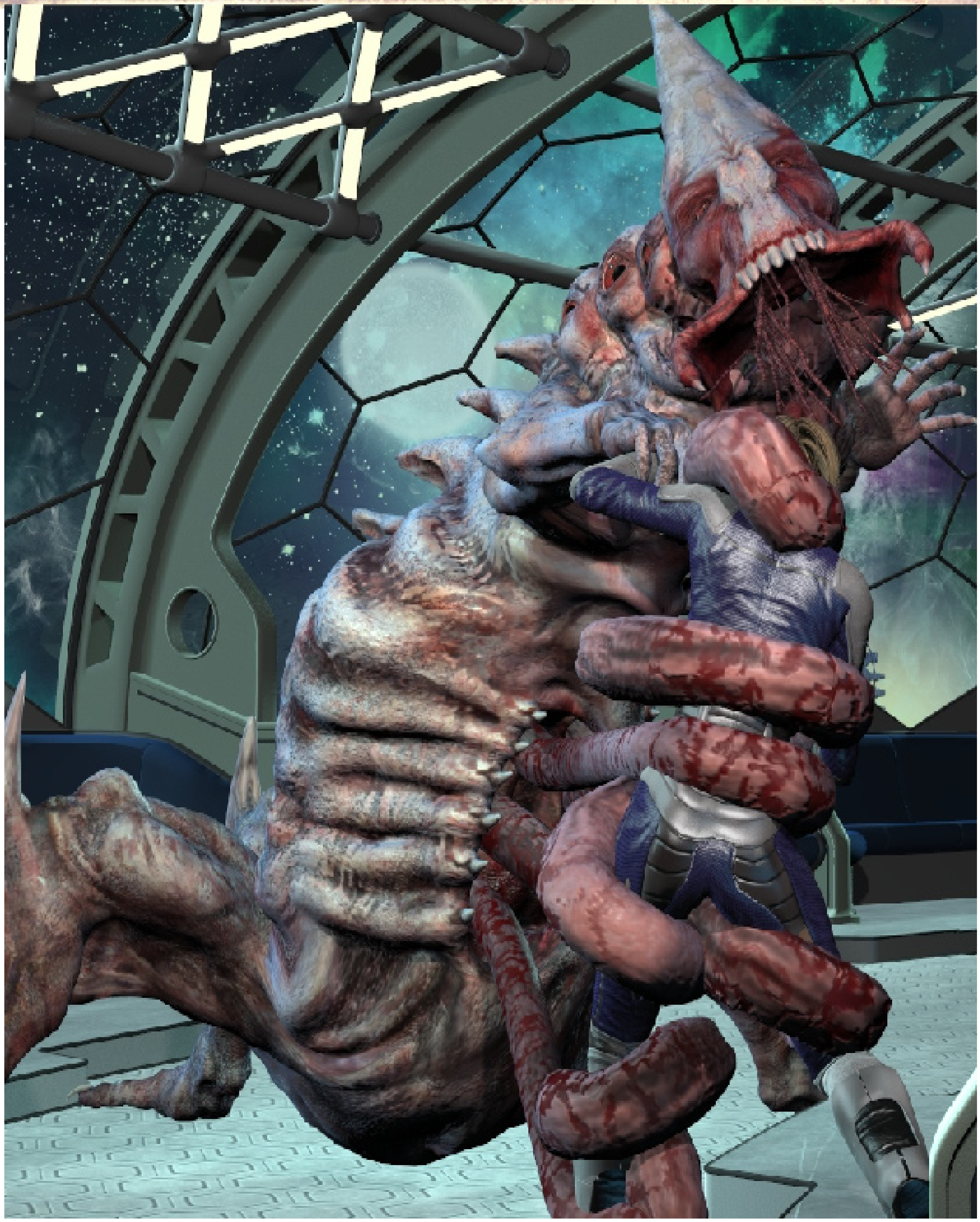
Anytime the Perfect Weapon is missed with a ranged attack or successfully evades damage from an area effect, she may choose to make an unarmed strike against any adjacent target as an immediate action.

Fighting Stance (EX)
When making an unarmed strike, the Perfect Weapon may choose whether the strike inflicts piercing, bludgeoning or slashing damage. The Perfect Weapon's unarmed strikes are considered magical weapons for the purpose of overcoming Damage Reduction.

NATURE

Perfect Weapons are slightly mad Lifespawn soldiers, dispatched by the Mother on missions of cosmic importance. Despite a keen and adaptable intellect, Perfect Weapons are a fundamentally different form of sentience from other galactic humanoids. They are driven primarily by emotion and ability to intuit a creature's behavior from just a very short meeting. Perfect Weapons display an almost child-like joy of discovery and are utterly fearless in battle. A Perfect Weapon is unshakably loyal and will carry out assigned missions at great cost to herself, but inevitably her solutions will involve tactics her Mother-born mistresses cannot foresee.

The language centers of a Perfect Weapon's brain are atrophied to make room for empathic centers and augmented body control. The creature can speak and is literate in Celestial – the first, cosmic ur-language – but



cannot communicate vocally in any comprehensible manner without resorting to their innate *truespeech* ability. Aside from simple words and basic concepts, the Perfect Weapon is illiterate in languages beyond her native tongue.

Perfect Weapons are extraordinary beautiful female humanoids from a clade similar to *homo sapiens.* The species is exclusively female and reproduces in a manner resembling cloning, through the assistance of multiple, ancient symbiote species who evolved in parallel with the Perfect Weapons. The race is relatively rare, but occasionally encountered by spacers – usually those unfortunates caught up somehow in the Perfect Weapon's mission. The species typically goes nude, or dresses themselves in colorful armor-weave wraps in brilliant shades of gold and platinum.

Perfect Weapons have little interest in technology, and never carry weapons. They have an almost phobic disdain for the tools of violence and refuse to touch most firearms or energy weapons. Likewise, clothing makes them uncomfortable. The species is mildly claustrophobic – they can handle ship travel when necessary, but the idea of being trapped in a space suit or powered armor terrifies them.

PHAGIC – CR 6

Bloodline – Nemesis
Huge CN Aberration (lifespawn)
XP 2,400
Init +4 **Senses** Darkvision 90 ft, lowlight vision, scent, Perception +10
Languages understands Stonecutter or one other common galactic language, but cannot speak

Defense
AC 20 **Touch** 12 **Flatfooted** 16 (-2 size, +3 DEX, +1 dodge, +8 natural)
HP 9d8 +36 hp (77 HP)
Fast Healing 3/fire
FORT +7 **REF** +7 **WILL** +9
Immune Lifespawn immunities
Resist Acid 10
Weaknesses Lifecount 1, Fire Vulnerability

Offense
Spd 40 ft Climb 30 ft
Melee two +8 tendrils (1d6+4 slashing plus 1d6 acid plus grab, 19-20/x2, 20 ft reach)
Ranged +8 acid spittle (3d6 acid, 20/x3, 50 ft range increment)
Special Attacks Constrict (1d6+4 slashing plus 1d6 acid)
Special Qualities All Around Vision, No Breath
Spell-Like Abilities (CL 6th Concentration +9)
Constant **–** non-detection

At Will – beast shape I (no maximum duration)
- vermin shape I (no maximum duration)

Statistics

Str 19 **Dex** 19 **Con** 18 **Int** 5 **Wis** 16 **Cha** 11
Base Atk +6 **CMB** +12 (+14 grapple) **CMD** 26
Feats Combat Reflexes, Dodge, Greater Grapple^{B}, Improved Grapple^{B}, Stand Still
Skills Disguise +16, Perception +10, Survival +15 (racial modifiers: +8 Disguise when imitating animals/vermin)

Ecology

Environment any
Organization usually solitary, sometimes used as an exceptionally nasty "working animal' by Mor'Grut platoons
Treasure incidental

SPECIAL ABILITIES

Animal Metamorphosis (SP)

When using its *beast shape* or vermin shape spell-like ability to imitate an animal or vermin, the Phagic receives a +8 racial modifier on Disguise checks. It can imitate specific animal or vermin creatures using this ability.

NATURE

Phagics are voracious, carnivorous alien predators with an uncanny, instinctive ability to imitate other lifeforms. Using an innate 'occult stealth' and the ability to imitate the fauna of ten thousand worlds, Phagics easily work their way into herds and packs. The creatures can control their hunger for at least a while, and can make simple plans, trading the short-term satisfaction of a meager meal for the benefits of a massive, bloody feast. Phagics rarely reveal themselves until their prey is trapped, whether in a kennel or a blind box canyon, or until their prey lowers their guard at a watering hole or drifts to sleep.

In their true state Phagics are a radially symmetrical horror. Thin yet strong tendrils hang from every axis of the monstrous form, tougher than wire cable and as constrictive as an anaconda. The creatures rarely remain in their natural form, instead using their disguise gifts to appear as an innocuous local animal, preferring roughly wolf-sized shapes whenever possible.

PISTON MASTIFF – CR 3

Bloodline – Genesis
Medium N Construct (Lifespawn)
XP 800
Init +2 **Senses** Darkvision 60 ft, Scent, Lifesense 1 mile, Perception +5

Defense

AC 17 **Touch** 12 **Flatfooted** 15 (+2 DEX, +5 natural)
HP 4d10 + 20 hp (42 HP)
Damage Reduction 2/-
FORT +1 **REF** +3 **WILL** +4
Immune Construct Immunities
Weaknesses Lifecount 2

Offense

Spd 40 ft
Melee two +6 claws (1d8+2 slashing, 20/x2) and +6 bite (1d6+1 slashing plus grab, 20/x2)
Special Attacks Pounce

Statistics

Str 16 **Dex** 14 **Con** - **Int** 4 **Wis** 16 **Cha** 2
Base Atk +4 **CMB** +8 (+12 sunder cybernetics) **CMD** 20 (24 vs trip, bullrush)
Feats Power Attack, Run
Skills Perception +5, Stealth +4

Ecology

Environment any (prefers to hunt in urban areas)
Organization usually solitary, sometimes parent with 1d6 young
Treasure incidental (in lair)

SPECIAL ABILITIES

Cyberbite (EX)

The Piston Mastiff receives a +4 racial bonus on Combat Maneuver checks made to sunder external cybernetics. If it destroys a cybernetic system in this manner, the Piston Mastiff recovers 1d6 Hit Points.

NATURE

Piston Mastiffs are a parasitic race of bio-machine constructs. Carried to Earth aboard unwitting cargo vessels, or brought to the planet illegally as war-machines, enough of the species have escaped to build a viable breeding population. They survive as scavengers and cyber-predators. Occasionally a civilian with an external cyber-device, such as a prosthetic, is mauled and a media-frenzy ensues, with police and military hunting the species through the abandoned urban zones they lair in.

Piston Mastiffs resemble heavily armored robotic fighting dogs. They get their name from the vaguely pit-bull like curvature of their armored skulls. The creatures reproduce by mitosis, a process that occurs every few years and requires several hours. Piston-Mastiffs feed on metal and plastic, digesting and recycling metal and plastic to replace worn out or damaged internal components. With no natural predators to check the species growth, Piston Mastiffs have multiplied exponentially on Earth.

KED PLANTAGENET, MORON PRESIDENT OF EARTH – CR 12

Medium LE Humanoid (human, robot)
XP 19,200
Init +1 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, sensors equal to Advanced Long Range sensors, built-in *ansible* communications, Perception +2
Languages Galactic Common (at a 4th grade level)

Defense

AC 20 **Touch** 14 **Flatfooted** 18 (+1 DEX, +1 dodge, +6 armor, +2 deflection)
HP 17d8 +17 hp (94 HP)
FORT +11 **REF** +11 **WILL** +8
Immune mind influencing effects 50% of the time (see text), the sickened/nauseated conditions
Weaknesses Cybernetic Security Risk -1

Offense

Spd 30 ft
Melee +14 particle tanto (1d8+2 fire, 20/x3)
Ranged +16 *Biblethumper* (3d4+2 fire, 20/x2, 100 ft range increment, single shot)
Special Qualities Medium Fortification (50% chance to ignore critical hits)
Spell-Like Abilities (CL 15th Concentration +21)
At Will – ghost sound, light, silent image (W-DC 16 where applicable)

- borrow skill
- charm monster (W-DC 19)
- dominate person (W-DC 20)
- minor image
- mirror image (1d4+5 images, to a maximum of 8)
- share language

3x/day – summon monster VI (lawful creatures only)

- summon (1d4+1 Genocide Templars, 50%)

1x/day – geas/quest (W-DC 21 – only quests that further the ICG or Corporation Command's aims or conservative causes in general)

- irresistible dance (W-DC 21)
- pied piping (W-DC 21 – big boobed women only)

Statistics

Str 12 **Dex** 13 **Con** 12 **Int** 7 **Wis** 14 **Cha** 23
Base Atk +12 **CMB** +13 **CMD** 24
Feats Dodge, Deadly Aim, Point Blank Shot, Lawmaker, Persuasive, Precise Shot, Scapegoat Politics, Skill Focus (bluff, diplomacy), Weapon Focus (plasma pistol)
Skills Bluff +31, Diplomacy +31, Intimidate +16,

Knowledge (civics, history, nobility, tactics, technology) all at +6, Knowledge (religion) +8, Pilot +12

Gear *Biblethumper (+2 axiomatic, keen plasma pistol of distance and infinite ammunition),+1 particle tanto, cross tie-pin of protection +2 (*as ring), *+1 advanced spacesuit of heavy fortification*

Cybernetics

Headware – onboard computer, expert database, mind-screen implant +1

Bodyware – bio-regulator

ECCM – privacy field generator

Ecology

Environment the White House (or nearby strip-clubs), Earth's Moon

Organization accompanied by a small army of Secret Service combat cyborgs, elite troops, ICG assassins for hire…. If you storm the White House, Plantagenet is going to be the least of your problems.

Treasure triple standard, at least (Plantagenet is one rich SOB)

SPECIAL ABILITIES

"I Am the Decider" (SU)

Plantagenet is too stupid to be mentally controlled. There is a 50% chance that Plantagenet will be able to ignore any mind-influencing effect targeting him. Roll separately for each effect. If Plantagenet proves immune to a particular effect, he may make a ranged attack with *Biblethumper* as a swift action against the creature that caused the effect, provided the weapon is ready and in hand.

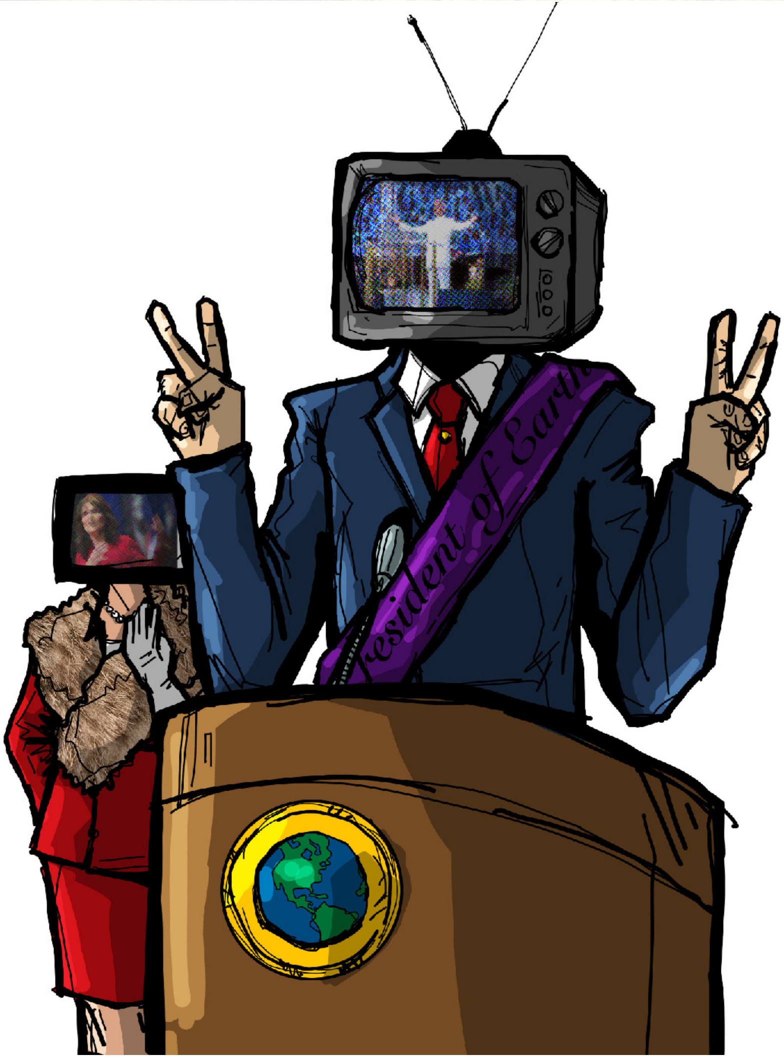
The percentile roll is accompanied by spinning slot wheels being displayed on the TV Head, and the GM should make it clear to the players that this immunity is partial and chancy at best.

"Mission Accomplished" (SU)

If Plantaganet kills an opponent with *Biblethumper*, he may use *dominate person* on one enemy within range as a swift action.

NATURE

Behold, the president of Earth! Ked Plantagenet is a small, TV-headed mechanoid, who stands just 5' 8" even when he's wearing his favorite cowboy boots with 3" heels. He dresses in nicely tailored blue or grey suits with a rather drab, businesslike cut. Of course, he's never without the royal purple sash that proudly proclaims him "President of Earth". His head is a somewhat archaic television box, looking like something that belongs on a living room entertainment console circa 1986, complete with a pair of foil-wrapped rabbit ear antenna. His television head plays a constant loop of televangelists and generals holding press conferences announcing just how thoroughly they trounced the enemy and that civilian causalities were within acceptable limits (expect when he gets drunk, in which case it plays basic cable porno).



He carries a magically augmented plasma pistol named *Biblethumper* in a shoulder rig, and is prone to pulling it out and firing a couple shots into the ceiling when state dinners get boring. Kek is a genial dimwit in thrall to forces far more dangerous, and a lot smarter than he is. He gets to be the ***Corporation Command's*** figure-head. He gets a few years in the Lunar White House, all the state dinners and diplomatic receptions he can stand, and all the strippers he can smuggle in through the VIP entrance for a few years. Sooner or later, when one of the policies he's fronting goes too far, Kek Plantaganet gets to be first up against the wall when the revolution hits. He's not figured this part out yet, but his long suffering and deeply cynical TV Head wife, ***Hester***, has. She's using Kek shamelessly to push her bigoted agenda as far as it can, and emptying the Command's treasury as much as she can before the end. She's got plans to get away clean, and leave Kek alone to face the mob.

POLLINATOR – CR 7

Bloodline – Nemesis
Huge CN Aberration (lifespawn)
XP 3,200
Init +1 **Senses** Lowlight vision, Darkvision 60 ft, scent, *detect animals and plants*, Perception +13
Languages Terran, *speak with plants*
Aura Xenotoxic Pollen (60 ft, F-DC 22 negates)

Defense
AC 17 **Touch** 9 **Flatfooted** 16 (-2 size, +1 DEX, +8 natural)
HP 9d8 +45 hp (86 HP)
Regeneration 5/electrical or fire
FORT +8 **REF** +4 **WILL** +7
Immune Acid, lifespawn immunities
Weaknesses Lesser Lifespawn, Lifecount 1

Offense
Spd 40 ft
Melee two +8 slams (1d10+4 bludgeoning plus 1d8 acid, 20/x2)
Ranged acid spittle +5 (3d6 acid, 20/x3, 50 ft range increment)
Special Attacks rend (2 slams, 1d10+4 bludgeoning plus 1d8 acid)
Spell-Like Abilities (CL 9th Concentration +10)
Constant – detect animals and plants
- speak with plants

At Will – *quickened** entangle (R-DC 12)
3x/day – goodberry
- spike growth (R-DC 13)

1x/day – command plants (W-DC 15)
- plant growth

Statistics
Str 19 **Dex** 13 **Con** 20 **Int** 5 **Wis** 12 **Cha** 7
Base Atk +6 **CMB** +12 **CMD** 23 (29 vs trip)
Feats Ability Focus (xenotoxic pollen), Awakened Heritage (Nemesis), Cleave, Power Attack, Run
Skills Knowledge (nature) +9, Perception +13, Survival +13

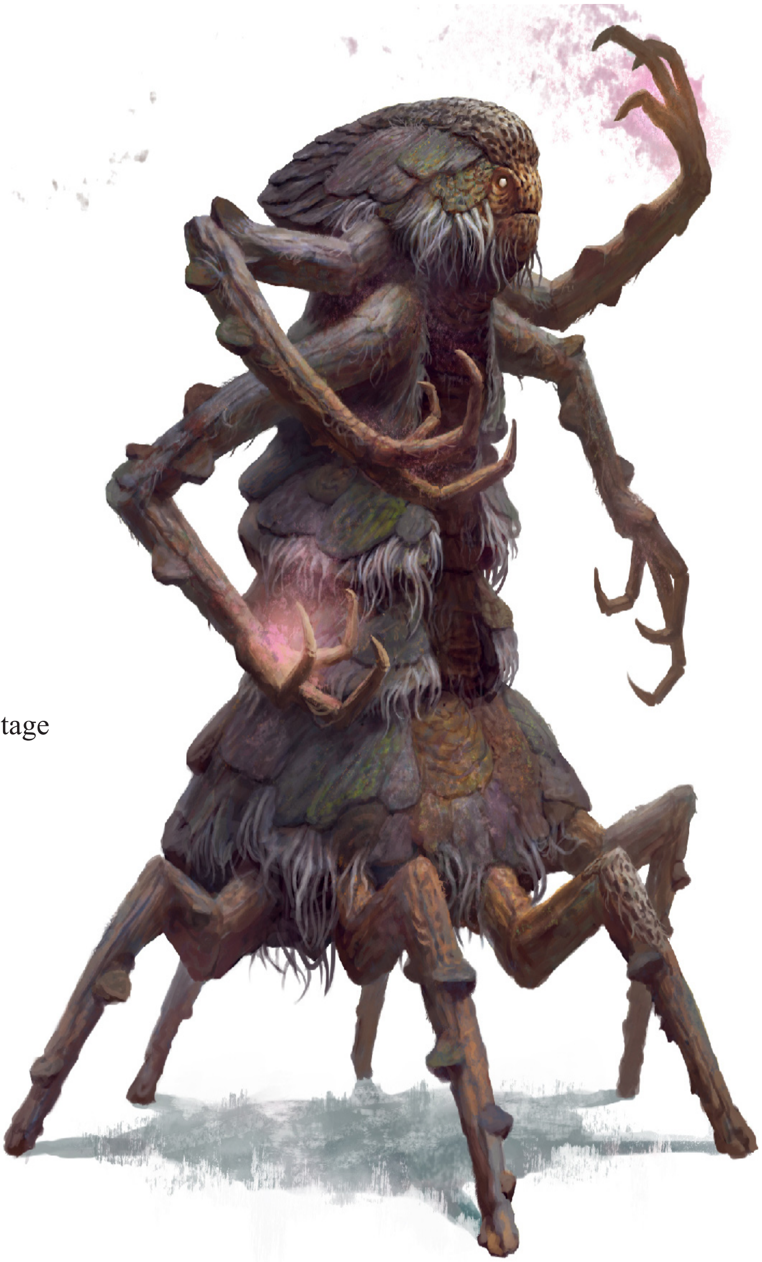
Ecology
Environment warm and temperate plains and forests
Organization solitary
Treasure incidental

SPECIAL ABILITIES

Entangling Flora (SP)
The Pollinator can use it's *entangle* spell-like ability as a swift action anytime it is in heavily overgrown, natural surroundings.

Lesser Lifespawn (EX)
Though the Pollinator can survive highly toxic or polluted atmospheres, it requires some atmosphere to function. The creature lacks the No Breath trait common to most Lifespawn.

Nemesis Toxicity (EX)
With a successful melee touch attack, the Pollinator can cause a creature that has successful made an initial FORT Save to resist poison or disease within the last round to roll a new FORT Save. This second save is made at the same bonuses or penalties as the initial save. If this second save fails, the creature is affected by the disease or poison. This ability is usable up to 4x/day.



Xenotoxic Pollen (EX)
Type: Inhalation ***Save:*** F-DC 22
Frequency: 1/round for 6 rounds
Effect: 1d2 CON
Cure: 1 save
Special: Creatures who fail their save are considered *sickened* while suffering the effects of *Xenotoxic Pollen.* Creatures who fail their save by 5 or more points are *nauseated* instead.

The Pollinator is surrounded by a 60 ft aura of this cloying pollen, which it cannot suppress. Effects that would dissipate gas, such as high winds, suppress this aura for one minute. On any round that the Pollinator moves at least 30 ft, the tumult of its motion increases the FORT Save DC for the toxin to DC 24.

NATURE

Pollinators are dim-witted, mostly instinctual xenoforms that have established a profitable symbiosis with an array of Nemesis Lifespawn fungi, plants and molds. Their body-wide floral infections grant the Pollinators vast physical power and superhuman regenerative gifts, while the Pollinator host grants its verdant symbiotes mobility. Pollinators exist purely to reproduce themselves, birthing enormous swathes of overgrown, alien jungle on even the most barren world.

Pollinators are only slightly more intelligent than a great ape, and have no meaningful culture of their own. They have a crude, pidgin language shared with other creatures close to the galactic biosphere, but most only display a vocabulary of less than 300 concepts. The creatures reproduce asexually, secreting highly adhesive seed-pods in places where they will eventually grow into a new Pollinator. As these seed-pods are heat resistant, they can easily survive atmospheric reentry stuck to the outer hull of a starship or shuttle craft. As such, Pollinators can be found throughout the galaxy, despite never mastering any technology more complex than the lever.

Pollinators are goliath, vaguely beetle-like creatures that stand upright on six stalk-like legs. The creature has a relatively small, almost piscine head atop a tall, slender torso. Four simplistic arms allow the Pollinator to manipulate objects. The Pollinator's body is covered with overlapping chitin plating, which is heavily colonized by colorful fungi and molds. Pollinators stink like bleach and vinegar, but very few creatures can smell the creature through the ever-present drifts of allergens and alien pollen that surround it.

PREDATORY NANOSWARM – CR 5

Fine N Construct (Swarm)
XP 1,600
Init +2 **Senses** Blindsense 500 ft, perceive unencrypted wifi/radio/television signals, Perception +0

Defense
AC 20 **Touch** 20 **Flatfooted** 18 (+8 size, +2 DEX)
HP 6d10 hp (33 HP)
FORT +2 **REF** +4 **WILL** +2
Defensive Abilities Swarm traits
Immune Construct Immunities, Weapon Damage
Vulnerable Electricity

Offense
Spd Flight 90 ft (perfect)
Melee swarm (3d6 molecular disassembly)
Special Qualities Distraction, Swarm Traits

Statistics
Str 1 **Dex** 15 **Con** - **Int** - **Wis** 10 **Cha** 1
Base Atk +6 **CMB** - **CMD** -
Skills Stealth +34 (racial modifiers: +16 Stealth)

Ecology
Environment ruins and urban
Organization usually solitary
Treasure incidental

SPECIAL ABILITIES

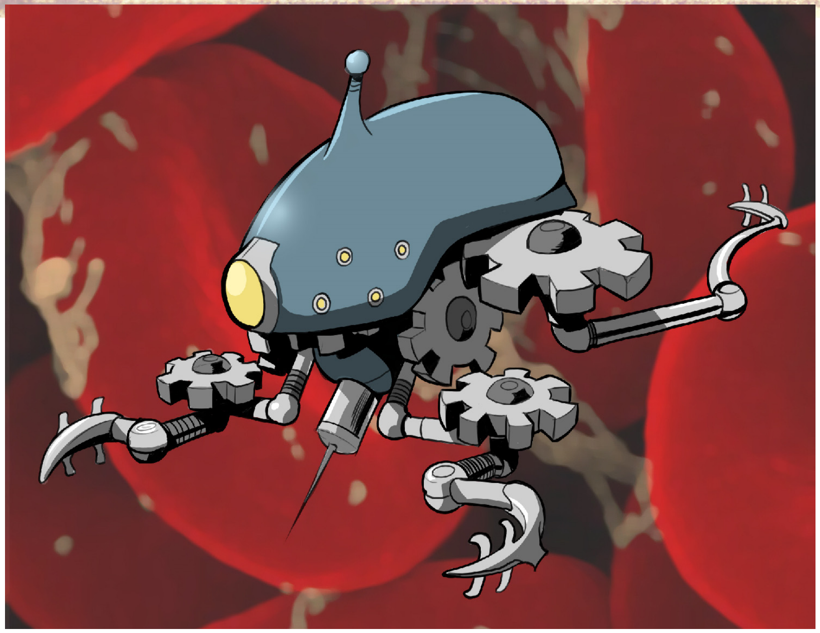
Molecular Disassembly (EX)
The Predatory Nanoswarm can take its targets apart on the molecular level. The damage inflicted by the Predatory Nanoswarm's swarm attack is not subject to any degree of damage reduction, nor energy resistance or immunity.

This attack mode is intensely agonizing. A creature who loses at least half her total HP to the Predatory Nanoswarm must succeed at a DC 13 FORT Save or become *nauseated* until she recovers at least half the lost Hit Points.

NATURE

Predatory Nanoswarms are fearsome, semi-autonomous nanotech weapons whose use in warfare is banned by several galactic treaties. Just because the lethal fog-like droids are officially forbidden does not make them any less common on the battlefield.

Predatory Nanoswarms are composed of trillions of vicious little robots the size of a human blood cell. Collectively, they are visible as no more than a silvery shimmer in the air, like slowly falling glitter. It is only when they encounter



a target that the Predatory Nanoswarm becomes more visible, as a spray of superheated blood erupting from the target as their clothing, armor and dermis are stripped away, one micron at a time. They attack with a high pitched buzz that sets teeth on edge.

As military weapons, Predatory Nanoswarms are indiscriminate. They patrol an area endlessly, disassembling any higher order lifeform that comes within their range. Friendly troops operating in the area wear specialized RFID tags that emit a specific signal commanding allied Nanoswarms to stand down. Finding the frequency that a specific Nanoswarm ignores, and duplicating that RFID signal requires a DC 28 Computer Use check.

PSYREN MIND-QUEEN – CR 19

Medium LE Undead (cold, great old one, psionic, Psyren)
XP 204,800
Init +15 **Senses** Darkvision 60 ft, lowlight vision, Perception +17
Languages Abyssal, Draconic, Galactic Common, Infernal, Psyren, *telepathy* 500 ft
Aura Unspeakable Aura (60 ft, W-DC 32 or become *charmed*)

Defense
AC 38 **Touch** 34 **Flatfooted** 34 (+2 DEX, +2 dodge, +4 armor, +10 insight, +10 luck)
HP 24d8 +240 hp (348 HP)
FORT +18 **REF** +13 **WILL** +16
Channel Resistance +6 **Power Resistance** 24
Resist Electricity 10, Pleasure 10
Immune Cold, undead immunities
Vulnerable Fire

Offense
Spd 40 ft Flight 90 ft (average)
Melee +25/+20/+15/+10 pleasuring burst dagger (1d4 slashing plus 1d6 pleasure, 18-20/x2) OR
Melee two +23 slams (1d4 bludgeoning plus 1d6 cold, 20/x2 plus energy drain)
Ranged +24/+19/+16/+11 psi-pistol (2d6+1 force, 20/x2, 60 ft range increment, semi-auto, 15 cell)
Special Attacks Energy Drain (2 levels, F-DC 32)
Special Qualities Immortality, Mythic Surge (10x/day, +1d12)
Psi-Like Abilities (ML 24th Concentration +34)
Constant **–**detect hostile intent, detect remote viewing, detect psionics, sense minds
At Will – brain lock (W-DC 22)
- compelling voice (W-DC 22 or greater)
- deadly fear (W-DC 24)
- death urge (W-DC 24)
- fear cascade (W-DC 24)
- induce nightmare (W-DC 25)
- read thoughts (W-DC 22)
- shatter mind blank (W-DC 25)

3x/day – decerebrate (F-DC 27)
- disintegration (F-DC 27)

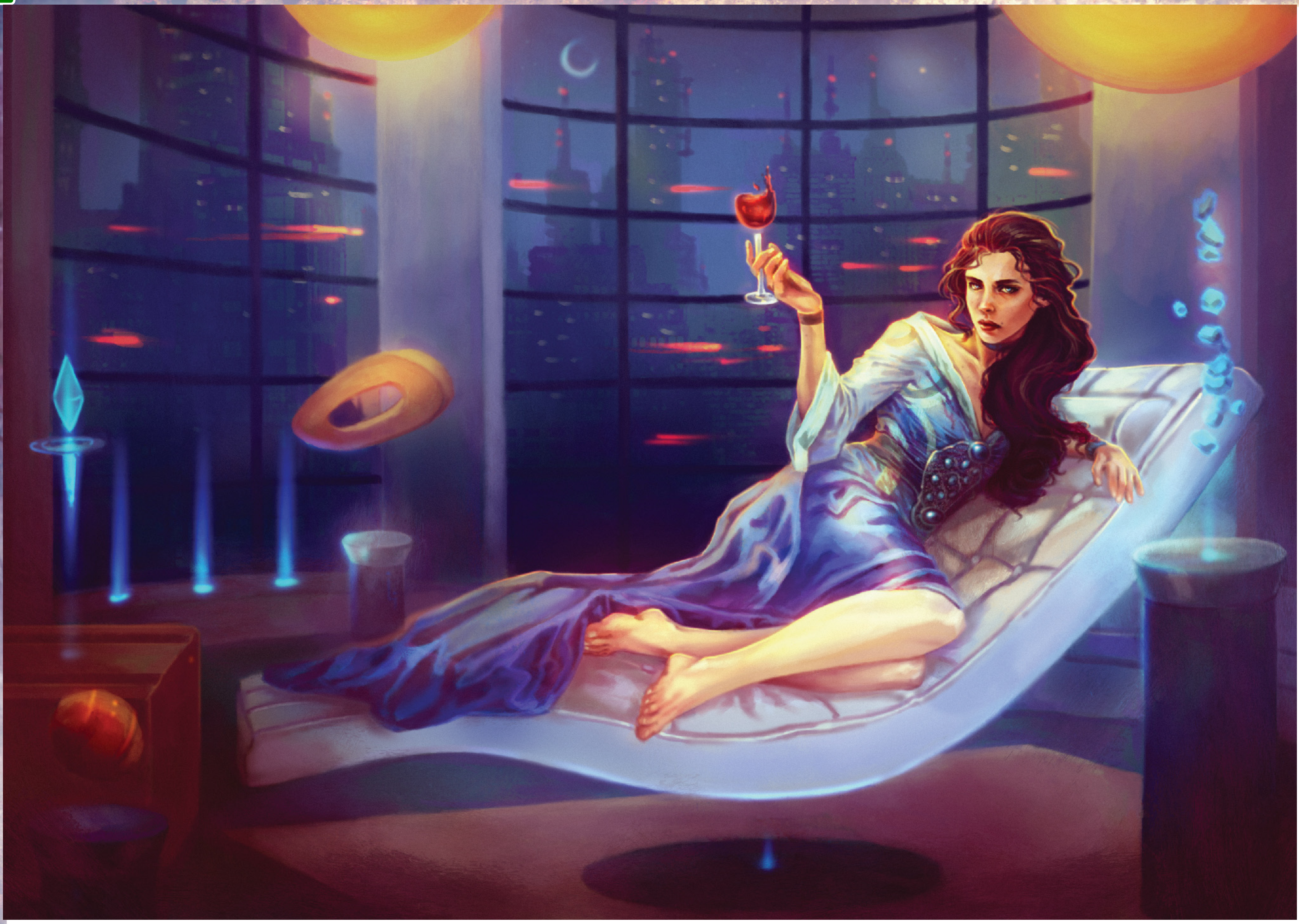
1x/day – mind switch (F-DC 26)
1x/week – reality revision

Statistics
Str 11 **Dex** 21 **Con –** **Int** 18 **Wis** 15 **Cha** 30
Base Atk +18 **CMB** +23 **CMD** 33
Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Dodge, Greater Feint, Improved Feint, Psionic Critical, Psionic Charge, Psionic Dodge, Psionic Endowment, Psionic Meditation, Soft Doctrines, Speed of Thought, Super Kawaii, Weapon Finesse
Skills Autohypnosis +15, Bluff +37, Diplomacy +37, Intimidate +37, Knowledge (history, psionics) both at +19, Perform (sexual) +30, Pilot +15, Perception +17, Sense Motive +29, Stealth +32
Gear *+3 aporter battle lingerie, +2 keen, pleasuring burst dagger,* mwk. psi-pistol and 2x cells, palm top computer

Ecology
Environment any
Organization usually solitary, occasionally served by powerful and beautiful Psyren minions
Treasure double or triple standard (in lair)

SPECIAL ABILITIES

Cold Carnality (SU)
Any creature engaging in sexual activity with the Mind-Queen suffers both energy drain and 9d8 Cold damage at the conclusion of the act. The Mind-Queen gains Positive



Energy Resistance 15 for 2d6 hours after killing an intelligent creature with her Cold Carnality ability.

Insanity (EX)
Any creature that attempts to interact directly with the Mind-Queen's thoughts (such as via *detect thoughts* or *telepathy*) must succeed at a DC 32 WILL Save or be driven permanently insane. This duplicates either the effect of the *insanity* spell, or the insanity rules in the Pathfinder Roleplaying Game *Gamemastery Guide*, in which case the Save DC is also the ongoing insanity DC. This is a mind-affecting effect.

Creatures who succumb to this insanity find their minds expanding in dangerous ways. They gain the psionic subtype and gain either the Wild Talent or Psionic Talent feat as appropriate. Within 1d6 days, the creature gains *telepathy* 100 ft. If the insanity goes untreated for at least 30 days, the character's original race, abilities and personality is permanently lost and they become a LE Psyren Telepath 10, as if affected by *mind seed.* Though Psyren are an exclusively female race, this ability can produce male Psyren.

Mental Predator (SU)
The Mind-Queen is especially adept at attacking the minds of fellow psions. Increase the WILL Save DC of any mind-affecting power the Mind-Queen manifests by +4 when used against creatures who meet any of the following conditions:

- Have the Psionic subtype
- Have at least 5 Manifester levels in any psionic class
- Are Psions from the Telepath discipline

Mythic (EX)
The Mind-Queen is treated as a 10 Tier Mythic creature for determining how Mythic powers and abilities affect it. The Mind-Queen can use a Mythic Surge (+1d12) up to 10 times per day.

Omni-Sexuality (SU)
Any intelligent creature with any sexual orientation is considered attracted to the Mind-Queen, regardless of its gender or species.

Psi-Lover (SU)

The Mind-Queen gains a +5 competence bonus on sexually oriented Bluff and Diplomacy checks, as well as Perform (sexual) checks made against intelligent creatures with the Psionic subtype.

Psi-Pistol (EX)

By expending psionic focus while wielding her Psi-Pistol, the Mind-Queen gains the ability to resolve attacks with the Psi-Pistol as ranged touch rather than normal ranged attacks. This enhancement lasts for one round once activated.

Soft Doctrines (Ps)

The Mind-Queen can manifest *compelling voice* at will. When the Mind-Queen manifests this power she simultaneously makes a Knowledge (history) check. If the Mind-Queen's check result exceeds the base WILL Save DC for the *compelling voice* power, it becomes the effect's saving throw DC instead.

If the Mind-Queen's Knowledge (history) check result is 30 or greater, she can choose to modify *compelling voice* in one of the following ways.

- Augment the effect as if she had expended 4 pp without actually expending the power points
- Manifest this power through a real-time communications link rather than at its usual range
- Compel the target to take an obviously harmful act, but the effect ends immediately after the act is complete.

Unspeakable Aura (SU)

The Queen of All Mind's mere presence inflicts horrible mental anguish and torment upon all creatures within 60 ft who can clearly see the Great Old One. A creature affected by Mind-Queen's insanity immediately breaks off combat and passive and subservient to the Mind-Queen, affected as if by *Charm Monster.* A successful DC 32 WILL Save negates this effect. A creature who saves cannot be affected by the Mind-Queen's unspeakable presence for 24 hours; this is a mind-affecting effect.

NATURE

A Psyren's Mind-Queen represents the most ancient nobility of the race. Immortal, ageless and as cold and beautiful as the distant stars themselves, the Mind-Queens are the reason that the female hominid form is so universally desirable in a galaxy filled with vastly different morphologies. These decadent psychic vampires are millions of years old, with schemes that stretch across geologic time. Mind-Queens once ruled the galaxy-spanning Psyren Empire, but lost control to upstart powers such as the ***Truegrey, Stonecutters*** and ***Quiniuq*** during the ***Great Galactic Dark Ages***. Their every action is another step towards placing the surviving Psyren upon the galaxy's throne once again, preferably with the Mind-Queen actually ruling.

Mind-Queens are incredibly selfish and self-interested. Each believes she should rule the resurgent Psyren Empire, only working with rival Queens if they are convinced they can farther their schemes. The lesser Mind-Queens are reluctantly ruled by an ***Empress of All Minds***, elevated to power from among their own ranks by majority vote. Politicking for this role can take centuries upon the death of an Empress, and embroil the galaxy in dozens of proxy wars, as Psyren Mind-Queens put their puppets into play, in hopes of taking the throne.

Mind-Queens are stunningly beautiful and obviously carnal, dressed in armored, psycho-active high fashion. Despite their beauty, their sleek bodies are cold as refrigerated corpses. They are the ultimate powers behind the scenes of galactic politics. Each rules kings, queens, warlords and mega-corporate CEOs, manipulating a myriad of powers, great and small, to their ends. They use a combination of telepathic domination and sexual manipulation to get what they want.

PSYREN OPENER OF WAYS – CR 10

Medium N Aberration (Psyren, Psionic) Oracle 11
XP 9,600
Init +1 **Senses** Darkvision 60 ft, Perception +2
Languages Galactic Common, Psyren, *telepathy* 100 ft

Defense
AC 20 **Touch** 15 **Flatfooted** 19 (+1 DEX, +4 deflection, +5 armor)
HP 11d8 hp (53 HP)
FORT +3 **REF** +4 **WILL** +9 (+11 vs. charm and compulsion effects)
Spell Resistance 15

Offense
Spd 30 ft
Melee +8/+3 aberration-bane quarterstaff (1d6/1d6 bludgeoning, 20/x2)
Spellcasting (CL 11th Concentration +16)
Fifth *(5 slots)* –overland flight, true seeing, warp envelope*
Fourth *(7 slots)* – dimensional anchor, kiss of The Flier* (F-DC 19), rainbow pattern (W-DC 19), restoration
Third *(7 slots)* –cure serious wounds, daylight, edge of Mars*, guiding star, wrathful mantle
Second (7 slots) –calm emotions (W-DC 16), gravity acclimation*, hypnotic pattern (W-DC 17), make whole, silence, share language
First *(8 slots)* –atmos field*, color spray (W-DC 16), inflict light wounds, lighten space suit, neurogram (W-DC 16), obscuring mist
Zero – (all DC 15 if applicable) bleed, create water, detect poison, guidance, inspection ready*, light, purify food & drink, read magic, resistance, stabilize
Spell-like Abilities (CL 11th Concentration +16)
1x/day – Commune (via Star Chart), Phantasmal Killer (W-DC 19)

Statistics
Str 9 **Dex** 13 **Con** 11 **Int** 15 **Wis** 14 **Cha** 20
Base Atk +8 **CMB** +7 **CMD** 18
Feats Blindfight, Combat Expertise, Craft Wondrous Items, Starship Operations, Zero G Training
Skills Craft (electronic) +16, Computer Use +13, Heal +16, Knowledge (arcana, the planes) both at +16, Pilot +15 (+20 if pilot linked)
Gear +2 second skin piloting interface of SR 15, ring of protection +4, palmtop computer, mwk electronics kit, various tools and 2d4 potions of choice (mostly cure light wounds, squirreled away for a moment of crisis)

Ecology
Environment deep space or hyperspace
Organization solitary even in a crowd
Treasure standard (including gear)

SPECIAL ABILITIES

Blessing of the Warp Dreams (SU)
Once per day, while aboard any vessel traveling through hyperspace, the Opener of Ways may place herself into a coma-like sleep, similar to the *stasis* spell. She determines how long she will remain asleep; while in this trance state, the vessel she is traveling on has its travel speed increased by roughly 30%.

Emissary (EX)
Her species are consummate liars and instinctive diplomats. Once per day, when making any Bluff or Diplomacy check, the Opener of Ways may roll 2d20 and take the better result. If making a Bluff or Diplomacy check involving her sexual favors, the Opener of Ways receives a +2 racial bonus on the check.

Interstellar Void (SU)
The Opener of Ways calls upon the frigid depths of outer space to bring a terrible chill to her enemies. As a standard action, she cloaks one target within 30 ft in void, inflicting 11d6 cold (FORT DC 20 half). Creatures that fail their save are fatigued. She may use this ability twice per day.

Real Space Sickness (EX)
The Opener of Ways is sickly and unsuited for existence in realspace, which is part of the reason she claws fiercely for any chance to enter the rainbow unreality known as hyperspace.

The Opener of Ways suffers a -2 penalty on D20 rolls and checks while in real space, on the material plane. She does not suffer this penalty in hyperspace or on any other planes.

Spray of Shooting Stars (EX)
As a standard action, the Opener of Ways can unleash a ball of energy that explodes in a 5 ft radius burst, inflicting 11d4 fire damage (REF DC 20 half), with a 60 ft range. She can fire up to three balls per day; she may fire more than one ball at a time, but creatures caught inside more than one simultaneous explosion take damage only once.

Star Chart (SU)
The Opener of Ways carries with her an intricate, holographic map of the stars and routes through hyperspace. Once per day, she may spend 10 minutes studying this star chart to gain the benefit of the spell *commune.*

Strong Willed (EX)
Psyren receive a +2 racial bonus on WILL Saves to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, if the Psyren fails a such a save, she receives another save one round later to prematurely end the effect (assuming the effect has a duration greater than one round). This second save is made at the same DC as the first.

NATURE

Witchy and obsessed with the stars, the Opener of Ways is a Pysren nomad. Rootless and homeless by choice, except for the berth she contracts for aboard passing starships, her only joy is the splendor of hyperspace. The Opener of Ways contracts to serve as pilot, navigator and guardian for vessels heading out along untried hyperspace routes, or on voyages into especially dangerous territories. She has an uncanny sense of captains in need of a guide, and her unnerving stare ensures that few ever refuse her passage.

She does not accept credits for her guidance. She takes only passage and a berth somewhere she can see the stars. She also demands the right to alter the ships course, if necessary, if her waking dreams demand it. Though spacers dread that last term of the contract, she rarely alters a ship’s course. Out of a hundred voyages, 99 reach their destination without dreams nor incident.

Though beautiful, the Opener of Ways alone in herself. The Opener of Ways spends her life quietly terrified. She is paranoid, skittish and obsessed with her own safety. She rarely speaks to other crew members. She leaves her berth even more rarely. When she does, it is often a presentiment of danger. She has an uncanny seventh or eighth sense about hyperspace’s dangers, from warp eddies to a Hyperwake Bat incursion or worse. Her warnings, odd as they are, are often all that stands between a starhip and disaster.

Despite all this, she is still Psyren, and even though she has fled her sisters and their vast, cosmic conspiracies, she still occasionally carries out her part in those plans. Sometimes, she will lead a starship to ruin or worse, following some unknowable scheme inherent to her race.

PULSE HOUND – CR 5

Bloodline – possibly Choir
Huge N Magical Beast (fire, lifespawn)
XP 1,600
Init +2 **Senses** Scent, Perception +8 (Perception +8 in bright illumination)

Defense
AC 14 **Touch** 10 **Flatfooted** 12 (-2 size, +2 DEX, +4 armor)
HP 6d10 + 30 hp (63 HP)
FORT +11 **REF** +8 **WILL** +4
Defensive Abilities Evasion
Immune disease, fire, poison, radiation, suffocation, vacuum
Weaknesses Dayhunter, Lifecount 4
Vulnerable Cold

Offense
Spd 60 ft
Melee two +11 talons (1d8+3 slashing, 20/x2)
Ranged +12/+7 bio-lasers (2d6 fire, 20/x3, 100 ft range increment)
Ranged +17 Hunting Pulse (6d6+5 fire, 20/x3, 500 ft range increment, single shot, usable 5x/day safely)

Statistics
Str 17 **Dex** 14 **Con** 21 **Int** 2 **Wis** 15 **Cha** 1
Base Atk +10 **CMB** +15 **CMD** 27 (31 vs trip, bullrush)
Feats Deadly Aim, Far Shot, Weapon Focus (Hunting Pulse)
Skills Stealth +4, Perception +8 (racial modifiers: +8 Perception in bright illumination)

Ecology
Environment warm coastal, deserts and plains
Organization solitary or mother with 1d4 young
Treasure incidental

SPECIAL ABILITIES

Dayhunter (EX)
Pulse Hounds are strictly diurnal hunters, which depend on the sun's warmth to regulate their core temperature. In darkness or cold, they are sluggish and torpid. Pulse Hounds receive a +10 racial bonus on Perception checks made in bright light.

Pulse Hounds suffer a -2 morale penalty on skill checks, saving throws and attack rolls in darkness or intensely cold environments.

Hunting Pulse (EX)
The Pulse Hound inborn weapons allow it to fire a lethal, laser-like blast, which it uses to bring down prey and defend itself. As a full round action, the Pulse Hound may unleash its Hunting Pulse special attack. The Pulse Wolf receives a +5 racial bonus on ranged attacks with its Hunting Lance.

If the Pulse Wolf is forced to, it can fire a Hunting Pulse in excess of its daily use limit. Each Hunting Pulse beyond five in a day inflicts 1d6 points of temporary CON damage upon the creature. The Pulse Hound will only attempt this desperate tactic if sorely wounded, or when defending its nest or young. Those watching a Pulse Hound use this desperate tactic will see micro-explosions and plasma discharges racking its body and searing away internal tissues.

NATURE

Pulse Hounds are the biological equivalent of a main battle tank. Weighing upwards of five tons, Pulse Hounds are quadrapedal predators with bodies that mingle canid and insect anatomy. Their leathery hide is a gleaming black, as heat and radiation absorbant as a solar collection panel. Complex ridges and horns running the length of the Pulse Hound's spine act as heat sinks and temperature regulators. Their mulitple eyes are small but very keen. Pulse Hounds are renowned for the clarity of their distance vision.

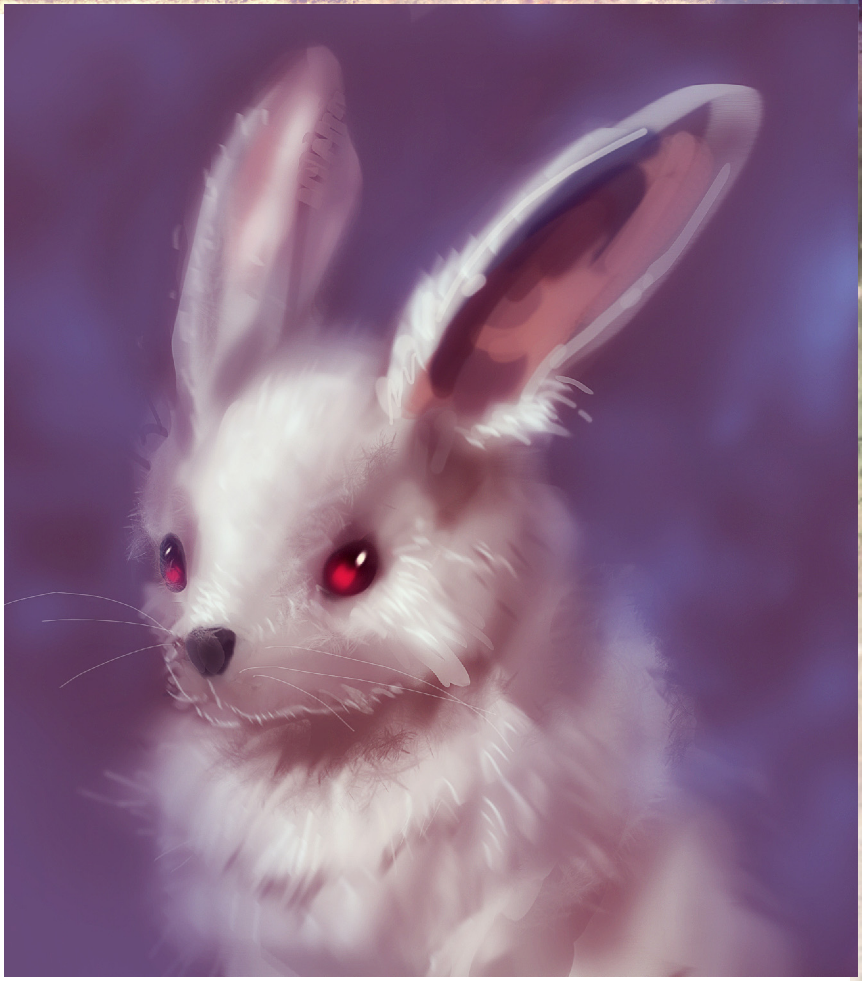
The Pulse Hound's greatest natural asset is a biological laser array above the maw. From this glowing orangish-yellow aperature, the Pulse Hound can fire a military grade laser weapon. Pulse Hounds store up solar energy and discharge it as their fearsome Hunting Pulse. Using this deadly weapon, Pulse Hounds have evolved into highly competent ambush predators.

Though powerfully built, Pulse Hounds have no taste for close combat. If their blasts cannot bring down prey, the creature will retreat to seek an easier meal. Pulse Hounds avoid other creatures of their subtype, even fellow Pulse Hounds. Female Pulse Hounds will nurture their young for only 2-3 years before driving them away, and males are allowed into a female's territory only during the mating season.

Pulse Hounds are common through the ***Inner Necklace*** of Phallus Space. They prefer to lair near the equator, basking in the warmth of the Inner Necklace's many captured suns. After a large meal, the monsters can be found half buried in coastal sands, bellies exposed to the warmth of the sun, the solar collection nodes lining their thorax glowing faintly with stored solar radiation. While digesting, a Pulse Hound's body reaches high enough temperature to scorch the sheltering sand to glass. Shallow, glass-walled divots along the shoreline mark these hunters' territory.

QUADI – CR 4

Bloodline – Singular
Tiny LN Magical Beast (lawful, lifespawn)
XP 1,200
Init +5 **Senses** Darkvision 90 ft, Perception +2
Languages *Telepathy* 100 ft



Defense
AC 18 **Touch** 18 **Flatfooted** 12 (+2 size, +5 DEX, +1 dodge)
HP 5d10 – 10 hp (18 HP)
FORT +0 **REF** +9 **WILL** +6
Immune Lifespawn immunities, ability score/damage drain, aging effects, energy drain, negative energy
Spell Resistance 15

Offense
Spd 20 ft
Melee +10 bite (1d4-3 slashing, 19-20/x2)
Special Qualities Pretty Much Immortal, Willing Familiar
Spell-Like Abilities (CL 11th Concentration +14)
1x/week – Lifespawn Mutation (F-DC 15; Singular bloodline only)
1x/month – Restoration

Statistics
Str 5 **Dex** 21 **Con** 8 **Int** 19 **Wis** 15 **Cha** 15
Base Atk +5 **CMB** +0 **CMD** 15
Feats Dodge, Mobility, Weapon Finesse (bite)
Skills Acrobatics +13, Bluff +10, Climb +13, Knowledge (physical sciences, the planes) both at +12, Stealth +21

Environment any
Organization often found as a companion or mentor to young Sentai Heroes, neophyte Lifespawn and similar extraordinary beings
Treasure incidental

SPECIAL ABILITIES

Pretty Much Immortal (SU)
The Quadi is an immortal being, which may be older than galaxies. They are immune to aging and temporal effects, and are virtually impossible to kill by violence. If a Quadi is slain, an exact duplicate of the Quadi, created as if by *true resurrection* appears adjacent to the corpse and the end of the next round.

The Quadi suffers no ill effects from returning to life in this manner. However, the prior Qauadi's corpse must be consumed by the new Quadi, which requires at least a minute. The corpse remains present for one hour or until touched by any creature other than a Quadi, at which point it disintegrates. If the Quadi cannot consume its corpse within this period, it gains a permanent negative level. A Quadi with more negative levels than it has HD dies permanently.

Willing Familiar (SU)
The Quadi can act as a familiar to any creature that agrees to the bond. Doing so requires the would-be master and Quadi to meditate together, in physical contact for at least an hour. The Quadi is treated as a familiar to the master, using that character's total character level as effective Wizard levels.

A Quadi can end this bond at any time, and can only bond with one master at any given time.

NATURE

The enigmatic, dispassionate Quadi race is well dispersed throughout the Multiverse. The creatures have their own agenda, which involves preparing armies and gathering power (spiritual, genetic, thermodynamic, occult, it matters not) to be stored for use in some unimaginable conflict which will inevitably erupt at the End of Reality. Though they might pretend otherwise, Quadi have no interest in, or compassion for beings and concepts not directly connected to their strange agenda. Events which will happen many billions of years into the deep future are more important to the Qaudi than lives beginning or ending right before their eyes.

Quadi operate alone, using their powers and wisdom to gather or create powerful allies. Quadi mimic cheerful mentorship (though they do it badly) and they are often the founder of many different Sentai Hero squads. Likewise, they offer evolution into a young Singular-bloodline Lifespawn to any candidate who seems moderately competent. Doing so produces the beings of power that the Quadi need for their agenda. Never mind that their actions often attract powerful enemies right towards unprepared young Sentai Heroes and juvenile Lifespawn who have no idea what they're getting into. Never mind the fact that most of a Quadi's protégées die within their first year, or mutate into unrecognizable Lifespawn horrors. If asked, a Quadi will give an honest account of their prior 'missteps', without a trace of regret or remorse.

Quadi are other-dimensional monstrosities that take the form of a cute, almost cartoonishly adorable animal as a form of protective mimicry. While individual forms vary widely among Quadi, the little aliens usually resemble cats, ferrets, rabbits or squirrels. They have silvery white pelts that are soft and warm and inquisitive yet somehow dead eyes.

Quadi are especially common in the *Black Tokyo* reality, where they are responsible for many young children taking up the burden of protecting the cosmos as multi-colored Sentai Heroes. Despite their preference for this reality, they are not tied to it, and often act as a bridge to the myriad dimensions of the wider Multiverse. Quadi are often found in the company of ***Shelterer*** contractors, hired to build whatever xeno-tech wonders they need in their schemes.

QUINIUQ – CR 7

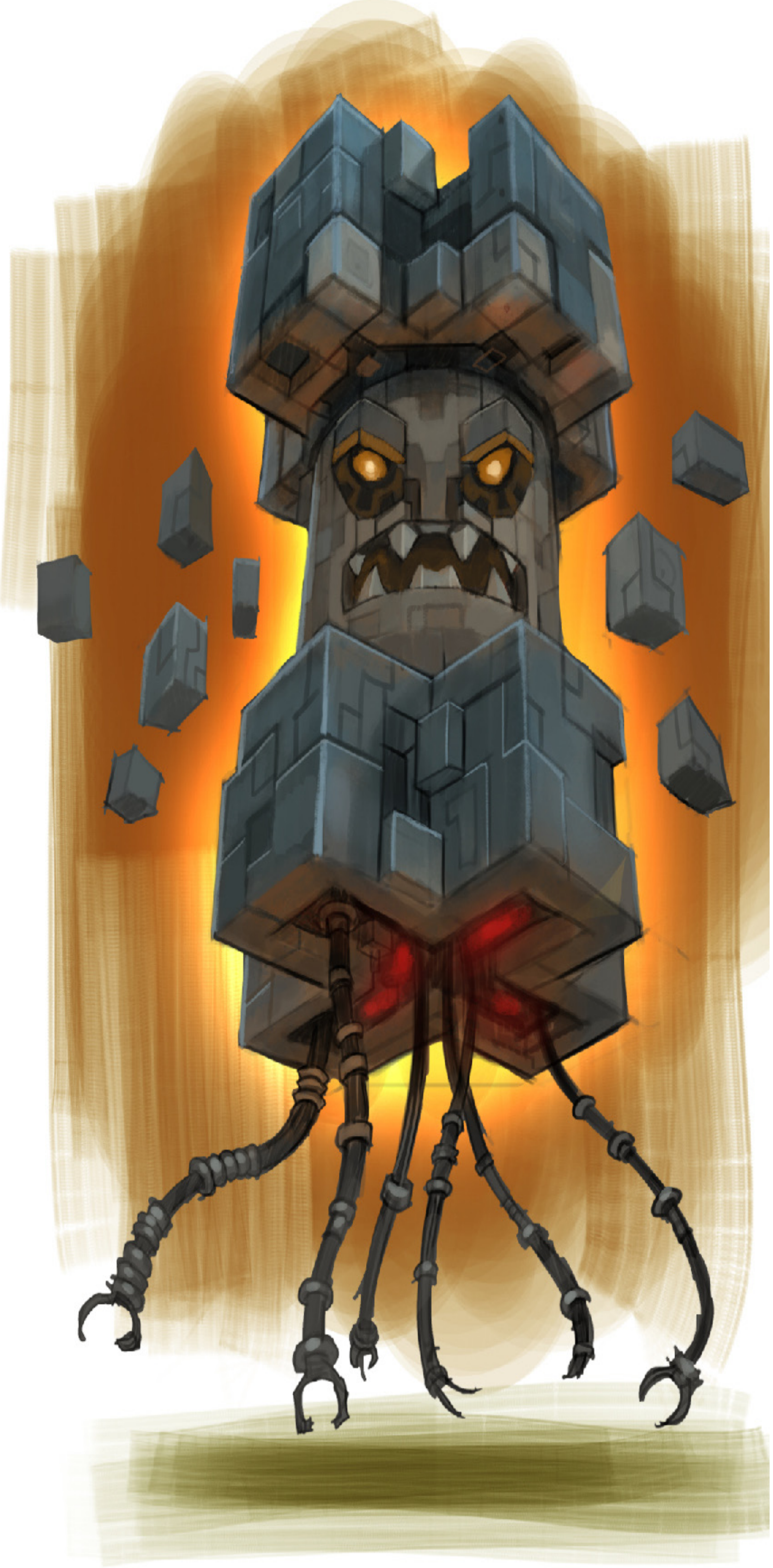
Bloodline – possibly Genesis
Medium NE Aberration (Battlechanger, lifespawn)
XP 3,200
Init +5 **Senses** Darkvision 90 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, *all-around vision*, Perception +11
Languages all Tech-dialects, Aklo, Galactic Common, Draconic, Stonecutter

Defense
AC 22 **Touch** 15 **Flatfooted** 17 (+5 DEX, +4 natural, +3 armor)
HP 10d8 +40 hp (85 HP)
FORT +7 **REF** +8 **WILL** +10
Immune Lifespawn Immunities, Suffocation
Resist Fire 10, Force 5
Weaknesses Cybernetic Security Risk -2, Lifecount 1

Offense
Spd Flight 60 ft (good)
Melee four +12 tentacles (1d6+6 slashing plus grab, 20/x2)
Ranged two +11 optic lasers (2d10 fire, 20/x3, 100 ft range increment)
Special Attacks Constrict (1d6+6 bludgeoning), Grab (large)
Special Qualities No Breath
Spell-Like Abilities (CL 10th Concentration +15)
At Will – metamorphic adaptation
3x/day – form dysfunction (W-DC 18)

Statistics
Str 22 **Dex** 20 **Con** 18 **Int** 18 **Wis** 16 **Cha** 20
Base Atk +7 **CMB** +11 (+13 drag) **CMD** 26
Feats Body Upgrade Surgeon* Hover B, Improved Drag, Lunge, Master Crafter, Power Attack
**starred feats found in Battlechangers: Ironworks (Otherverse Games, 2015)*
Skills Bluff +16, Craft (cybernetic, mechanical, firearms, vehicle) all at + 21, Computer Use +22, Diplomacy +7, Knowledge (history, technology) both at +10, Intimidate +18, Pilot +13, Perception +11
(racial modifiers: +4 mechanically oriented Craft checks)
Gear +1 medium personal aura
Cybernetics
Headware **–** Onboard Computer +5

Ecology
Environment any (native to the Steel Sector)
Organization usually found in pairs or *courts* (2d4 adult members plus at least 1 ***Curator*** and several NE Battlechanger Warrior 4 bodyguards
Treasure double standard (in lair)



SPECIAL ABILITIES

Curator Merge (EX)
The Quiniuq can reconfigure itself into a component that integrates into the structure of a ***Curator*** ally, which must be within 30 ft of the Quiniuq. In this state, the Quiniuq assumes the role of operating system for the Curator mecha.

The Quiniuq cannot be independently targeted in this configuration. The Curator uses the Quiniuq's alignment, languages, skill ranks and mental ability scores rather than its own. The Curator/Quiniuq hybrid can make two slams and two tentacle attacks (using the Curator's attack bonus) when making a full attack sequence. While in hybrid form, both the Curator and the Quiniuq gain Fast Healing 10 (electricity)

Fuelon Reserve (EX)
The Quiniuq has a Fuelon Reserve of 2 points. The Quiniuq can expend a point of Fuelon to achieve a variety of effects, described fully in this sourcebook's appendix.

As a full round action, the Quiniuq can touch an unconscious, helpless or willing Battlechanger and drain its Fuelon reserve. Doing so sets the target creature's Fuelon Reserve to 0 and transfers any remaining Fuelon to the Quiniuq.

NATURE

Quiniuq claim to be among the oldest sentient species in the galaxy, and whether or not their boast is true, they are a truly powerful mercantile empire. The ***Quiniuq Grand Garden*** competes fiercely with the ***Stonecutter Mercantile Sphere***, and a demilitarized zone hundreds of lightyears long stretches uneasily between the two great powers. Quiniuq are proud scions of the ***Genesis***, and belief in the absolute superiority of machine intellect courses through their hotly radioactive circulatory systems. Organic lifeforms within the Quiniuq Grand Garden are task-slaves, given comforts and privileges in accordance to their utility to the Garden. The Quiniuq consider all mechanical life their property – according to Grand Garden corporate-history mega-texts, the Quintiuq coded the first AI within a few centuries of the Big Bang. According to Quiniuq law, this makes all machine intelligences, whatever their origins, derivative works.

When Quiniuq have the tactical advantage, they launch bold assaults on free Battlechangers, Star Droids and other mechanical races. The chief strength of the Grand Garden are its ***Curators*** – goliath servitor mecha often dispatched independently to retrieve particular Battlechangers when not serving as the Grand Garden's field generals. When the mood strikes them, bored Quiniuq nobles convene show trials on their pollution-choked, Inner Necklace homeworld, ***Aqqqa.*** There, mode-locked Battlechangers are forced to defend themselves against the insane charge that their very souls represent a theft of the Grand Garden's intellectual property. Such trials always end in especially imaginative vivisection…unless the accused can fight their way free.

Quinuiq are radially symmetrical mechanoids capable of virtually unlimited form-shifting. Quinuiq float on a pulsing cushion of rainbow light cast by grav-thrusters on their underside. Six metallic tendrils, each extremely dexterous and fitted with various tools and sensors, are spaced equidistantly around the Quinuiq's circumference.

The Quinuiq's 'torso' is a long cylinder comprised of hundreds of marble-sized techno-modules which constantly change position and function. This modular design allows Quinuiq to adapt to virtually any form necessary – they can assume the alt-mode of any nearby Battlechanger when needed. Quinuiq prize adaptability and customization above all else, and have no respect for 'fixed form' creatures. Quinuiq approximate facial features by sculpting their torso modules into totemistic shapes resembling ceremonial masks. They can be quite expressive, and extremely terrifying, when their self-sculpted features twist in rage. Quinuiq maintain an arrogant and theatrical demeanor even when begging for their lives.

THE QUINUIQ GRAND GARDEN

Location: Free Space

The Quinuiq Grand Garden is a small but ruthless mercantile empire. The Grand Garden stretches across several systems, and is, by exacting design, a mathematically perfect sphere. The Grand Garden expands slowly and inexorably, annexing nearby worlds in accordance with five-year and ten-year expansion plans. The Garden is ringed with an insanely complex three-dimensional lattice of mines and autonomous hunter-killer mecha. Every world bristles with sensors, electronic tripwires and gun emplacements. Traffic into or out of the Garden is tightly regulated, and any starship deviating from known and filed flight plans is shot down.

The mechanical Quiniuq are absolutely convinced of the superiority of machine-life. Organic lifeforms within the Quinuiq Grand Garden are task-slaves, given comforts and privileges in accordance to their utility to the Garden. The Quinuiq consider all mechanical life their property – according to Grand Garden corporate-history mega-texts, the Quintiuq coded the first AI within a few centuries of the Big Bang. According to Quiniuq law, this makes all machine intelligences, whatever their origins, derivative works. That means the Quinuiq consider every living creature in the Grand Garden to be their property, one way or another. They ruthlessly prosecute 'theft' of their property – meaning the Grand Garden's impressive security apparatus is more focused on keeping slaves in Quiniuq territory than it is stopping incursions.

AQQQA (PRONOUNCED LIKE 'AQUA')

Location: Free Space

Aqqqa is a slick of pollution and rust strewn across an endless, planetary sea. The world is the capitol of the *Quinuiq Grand Garden*, one of the cruelest and most avaricious trading empires in known space. Endless, labyrinthine factories stretch across the sluggish, icy waters, sucking the world's geothermal energy away like a ravenous vampire, producing endless legions of robotic slaves.

Aqqqa is a watery giant roughly equal to Neptune in terms of planetary mass, and is considered a High Gravity environment. Aqqqa is orbited by more than sixty moons, which vary wildly in size and composition. Some of the largest Aqqqan moons are inhabited worlds in their own right. All are dominated by the Quiniuq, and all are jealously guarded by cadre of men, monsters and machine.

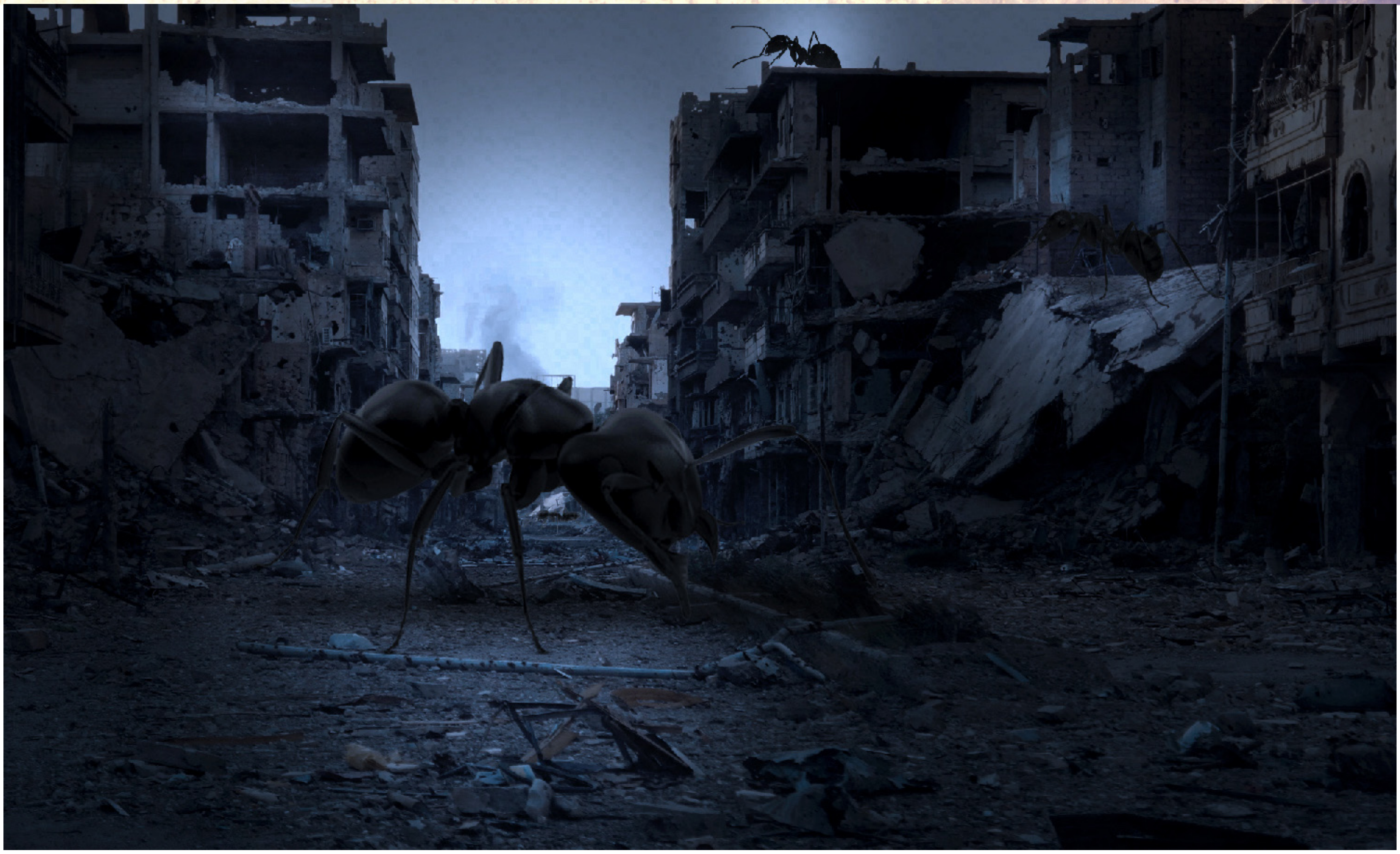
THE COURT OF CLAIMS

The Quiniuq are nightmarishly legalistic, and a favorite pastime for the ruling caste are elaborate trails where the solicitors prove, in accordance with Quiniuq legal codes, the Grand Garden is the sole and rightful owner of all matter, energy, thought and sensory input in the Multiverse. Legally speaking, the Quiniuq species is God. Such trails always end with the prolonged, and spectacularly sadistic murder of the defendants.

The Court of Claims is the largest court on a world overflowing with temples to Quiniuq law. It is a corckscrew monolith rising high above the icy sea. The tip of the 12-kilometer-high spire burns with cold white flame, lighting the dark sea for hundreds of miles around. The ruling caste of the Quiniuq species reside in this blinding white radiance high above their world. The middle levels of the monolith are dominated by grand coliseums, courts and law libraries. The lowest levels are dungeons and bright, cleanly-lit torture-theaters.

HUB-FAK 4

One of Aqqqa's largest factories is located in the eastern hemisphere, barely south of the equator. Hub-Fak 4 was built from the machine-corpse of a fallen ***Battlechanger Originate,*** brought down by the Quiniuq over one million years ago. The aliens use this facility to produce some of



their most dangerous mecha, but even over a million years of exploitation, they have not unlocked the Originate's true potential.

An impregnable vault within the bowels of Hub-Fak 4 can only be accessed by three Battlechanger Chalice-bearers acting in unison. One lock is keyed to the energies of a Circuit Chalice, the second to the Star Heart Chalice, and the third to an unknown Chalice classification. The Quiniuq believe the vault is a weapons locker containing galaxy-shaking WMD to be plundered, but the truth is even more wondrous: a ***Genesis Engine*** larger and containing more life-giving energy than a similar device discovered on ancient Earth.

THE RECLAIMED MOONS

Aqqqa is orbited by a mismatched assortment of bio-mechanical moons. These living metal moons were stolen from Technysian worlds across the galaxy and moved (at enormous expense) to new orbits around Aqqqa. The Quiniuq consider the moons theirs by right, hence their collective name. Once in their new orbit, a Reclaimed Moon is reconfigured via a *technovoric virus* introduced into its living core. This warps the bio-mechanical ecosystem into a vast breeding factory: a planet-womb capable of birthing tens of thousands of new Battlechangers before its internal energy reserves run dry. The Quiniuq use these stolen moons to produce the vast majority of their robotic slave stock.

RAD-ANT – CR 10

Gargantuan N Vermin
XP 9,600
Init +1 **Senses** Tremorsense 90 ft, lowlight vision, scent, Perception +5
Aura radioactive aura (30 ft, highly radioactive area), dim illumination 30 ft

Defense
AC 15 **Touch** 7 **Flatfooted** 14 (-4 size, +1 DEX, +8 natural)
HP 15d8 +60 hp (128 HP)
FORT +12 **REF** +4 **WILL** +4
Immune radiation, poison, mind-affecting abilities
Vulnerable Sonic

Offense
Spd 50 ft
Melee +11 bite (2d6+8 piercing plus rad-ant venom, 19-20/x2) plus +11 claws (2d6+8 piercing, 20/x2)
Ranged +3 venomous spittle (3d6 acid plus rad-ant venom. 30 ft range increment, 20/x2)
Special Attacks Pounce

Statistics
Str 28 **Dex** 12 **Con** 20 **Int** – **Wis** 12 **Cha** 11
Base Atk +7 **CMB** +20 **CMD** 31 (35 vs trip)
Feats Toughness ^{B}
Skills Climb +12, Perception +5, Survival +5

Ecology

Environment warm desert or ruins
Organization solitary, mated pair or accompanied by colonies of Giant Ants consisting of several thousand members
Treasure incidental

SPECIAL ABILITIES

Rad-Ant Venom (EX)
Bite or spittle – injury; FORT Save DC 22; frequency 1/round for 6 rounds; effect 1d4 CON and 1d2 STR; cure 1 save

Hop (EX)
The Rad-Ant cannot truly fly, but it can leap prodigious distances without the need for an Acrobatics check. As a move equivalent action, the Rad-Ant can Fly up to 200 ft (with poor maneuverability) but it must begin and end its movement on solid ground. It can attack using its Pounce quality when Hopping.

NATURE

Rad-Ants are a common by-product of nuclear dumping or atomic weapons testing. Ant breeds exposed to dangerous radiation spontaneously evolve into building-sized behemoths, far larger and more dangerous than the giant xeno-ants common on many worlds.

Rad-Ants resemble the common Terran insect, except that the creature has been scaled up to the size of a three-story office building. The creature's glossy black carapace glows with the unhealthy cobalt glow of unshielded radioactivity. Rad-Ants commonly feed on cattle and other livestock, but have no fear of humanoids, and will prey on unarmed bipeds. They flee from humanoids with access to heavy firepower, but consider humanoids in civilian-class vehicles to be just tasty meat inside a hard and crunchy shell. Pilots either learn to keep to high altitude around the unpredictable Rad-Ants or don't live to make the mistake again.

RAZOR DIVER – CR 6

Medium N Animal
XP 2,400
Init +6 **Senses** Darkvision 120 ft, lowlight vision, all around vision, Perception +15/+19 visual

Defense

AC 16 **Touch** 13 **Flatfooted** 13 (+2 DEX, +1 dodge, +3 natural)
HP 9d8 +18 hp (60 HP)
FORT +8 **REF** +8 **WILL** +5

Offense

Spd 30 ft Flight 150 ft (poor)
Melee +10 bite (2d6+3 slashing, 19-20/x2) OR
+13 diving bite (1d6x5 slashing, 20/x2)

Statistics

Str 16 **Dex** 15 **Con** 15 **Int** 2 **Wis** 14 **Cha** 8
Base Atk +6 **CMB** +9 **CMD** 21
Feats Combat Reflexes, Dodge, Fly-By Attack, Improved Initiative, Weapon Focus (bite)
Skills Fly +14, Perception +15/+19 visual, Stealth +4/+7 in mountain terrain (***racial modifiers***: +4 visual Perception, +4 Stealth in mountian terrain)

Ecology

Environment cold and temperate mountains and ruins
Organization solitary or pack (2d6 plus several young)
Treasure incidental

SPECIAL ABILITIES

Diving Bite (EX)
The Razor Diver specializes in a high speed ambush from above. If the Razor Diver travels downward at least 60 ft when attacking, it uses the ***diving bite*** attack line, above. This is considered making a charge.

NATURE

Razor Divers are sight-hunting avian blessed with phenomenally keen vision. Razor Divers lie in wait at high elevations, nested in trees or lurking against cliff faces. Poor fliers, Razor Divers prefer to make a single power-dive at likely prey, gutting the victim before it has a chance to respond or run away. If their initial attack fails, Razor Divers climb clumsily back to altitude to try another pass.

Razor Divers are enormous, leathern raptors about as massive as a cheetah or other big cat. They are strong enough, and viscous enough, they can easily disembowel even armed, adult humanoids. Their leathery hides are dark greyish brown on the dorsal surface, and a mottled white and sky blue at the abdomen. The Razor Diver skull is effectively all beak, surrounded by an X-shaped frill of bone. Very sharp, golden eyes look out from sockets at each end of this bony axis.

REGIA – CR 12

Bloodline – Hybrid of the Genesis and the Mother
Huge LN Magical Beast (lifespawn)
XP 19,200
Init +2 **Senses** Darkvision 60 ft, lowlight vision, scent, *trueseeing,* Lifesense 10 miles, Perception +23
Languages Celestial, Draconic, Furroar, Stonecutter, telepathy 100 ft and *truespeech* (limited to female creatures only)
Aura Mother of Lions (100 ft, feline Anthros gain +1 holy bonus on all rolls)

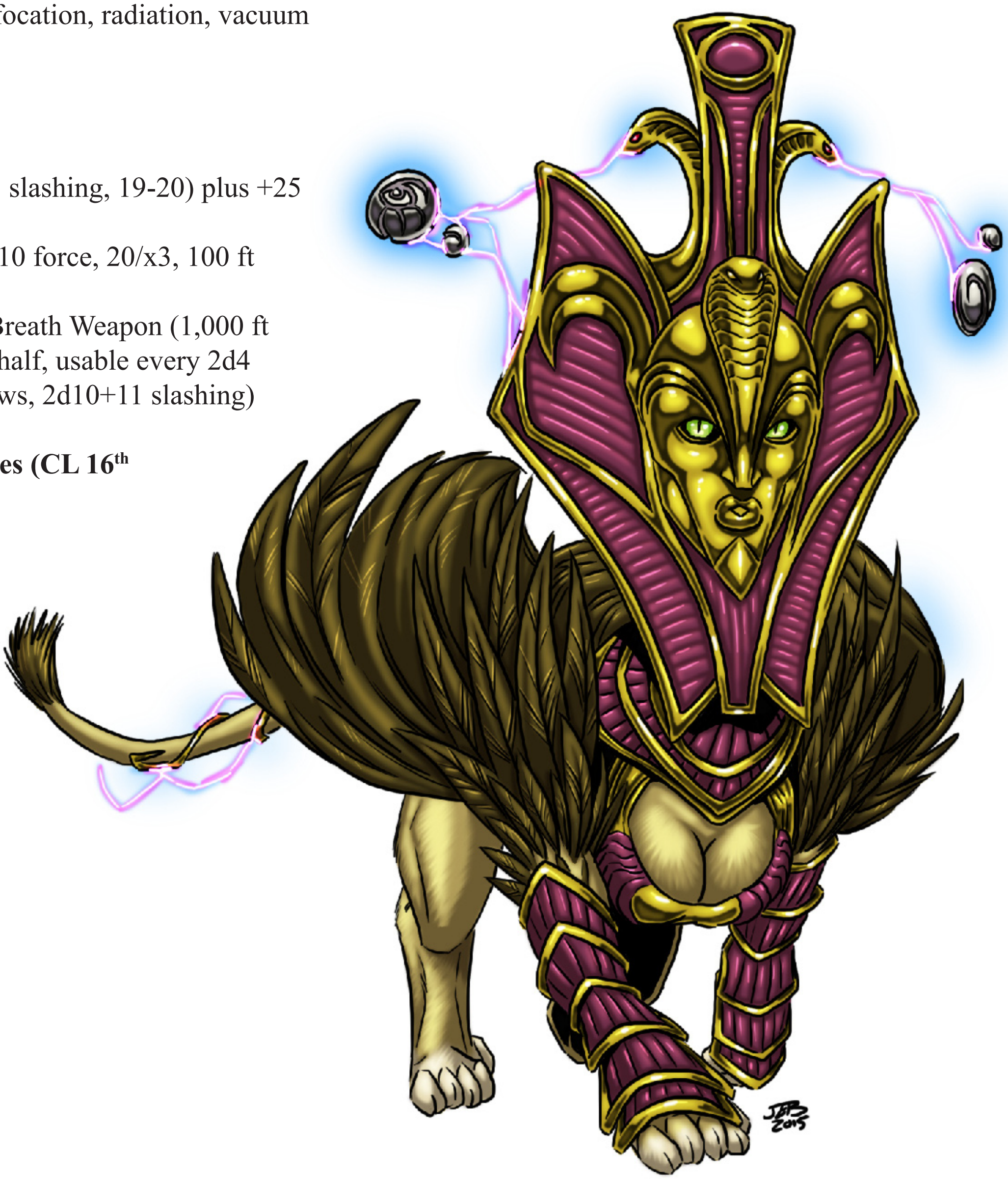
Defense
AC 22 **Touch** 14 **Flatfooted** 20 (-2 size, +2 DEX, +8 natural, +4 deflection)
HP 16d10 +80 hp (168 HP)
Damage Reduction 5/-
FORT +15 **REF** +12 **WILL** +9
Spell Resistance 18
Resist Cold 10, Fire 10, Sonic 5
Immune Electricity, Force, suffocation, radiation, vacuum
Vulnerable Pleasure

Offense
Spd 50 ft
Melee two +26 claws (2d10+11 slashing, 19-20) plus +25 bite (2d10+11 piercing, 20/x3)
Ranged two +16 eye lasers (3d10 force, 20/x3, 100 ft range increment)
Special Attacks Electro-Roar Breath Weapon (1,000 ft line, 8d10 electricity, R-DC 19 half, usable every 2d4 rounds), Pounce, Rake (two claws, 2d10+11 slashing)
Special Qualities No Breath
Spellcasting Spell-Like Abilities (CL 16th Concentration +20)
At Will **–** call lightning (R-DC 17)
7x/day – cure disease (expend 3x uses to Heal a female creature instead)
1x/day **–** either anthro awakening or trans-furmation

- Interplanetary teleportation

Statistics
Str 32 **Dex** 15 **Con** 21 **Int** 11 **Wis** 19 **Cha** 15
Base Atk +16 **CMB** +29
CMD 41 (45 vs trip)
Feats Bleeding Critical, Cleave, Critical Focus, Great Cleave, Improved Critical (claws), Lunge, Power Attack, Run, Weapon Focus (claws)
Skills Intimidate +21, Knowledge (religion) +19, Perception +23, Survival +23
Gear bracers of mage armor

Ecology
Environment any
Organization usually commanding a vast army of Anthros and Lifespawn of the Mother bloodline; use many of the Colonizer Team stat-blocks, modified with the Awakened Heritage feat, as her servitors
Treasure double standard (in lair)



SPECIAL ABILITIES

Impregnating Touch (SU)
As a full-round action usable once per day, the Regia can touch a willing or helpless humanoid or monstrous humanoid female capable of reproduction and induce a pregnancy. The pregnancy proceeds as normal for the touched creature, and the offspring receives Awakened Heritage (the Mother) as a racial bonus feat. The Regia can choose to produce feline Anthro offspring regardless of the mother's species, rather than a normal pregnancy.

Mother of Lions (SP)
Any creature affected by the Regia's *trans-furmation* and *anthro awakening* spell-like abilities also gain Awakened Heritage (the Mother) as a racial bonus feat. Creatures that are already Lifespawn cannot be affected by these spell-like abilities.

Any feline Anthro or similar creature within 100 ft who can clearly see and hear the Regia gains a +1 holy bonus on all attack rolls, skill checks and saving throws. Any feline Anthro or similar creature gains Pounce as a special quality while within this range.

NATURE

The Regia are an ancient Mother bloodline Lifespawn, one of the first species produced by the Mother's sacred union with the Genesis. This divine mating was an inauspicious one: it produced the mad goddess Artemis, and in their own way, the Regia are almost as dangerous to the Mother's ultimate aims.

When a Regia arrives on an unprepared world, she is almost always greeted as a liberator. She chooses worlds where female sentients live in bondage, and breaks their chains. Teleporting in with a thunderous roar and a flare of lightning intense enough to be seen from a hundred miles away, Regia begin a self-imposed crusade against patriarchal order. They slaughter male rulers, free women and slaves, and establish a new order: a planet-wide matriarchy with themselves as empress. Soon, the women under her command find their role reduced to breeding a new species of leonine Anthros – native traditions are replaced with a bizarre ***Breeder Oblix*** cult incorporating aspects of the Mother's mythology. As she consolidates her power, the Regia personally births and creates powerful new Lifespawn champions and consorts, leonine warriors of impressive potential and ability.

A Regia is a lioness the size of a small home. She wears an intricate, fully mobile mask of golden metal, symbolic of her divine father, the Genesis. Her powerful body crackles with lightning, and she smells of sweet sweat and hot ozone. Regia are imperious and direct, commanding from the front. They can be foolhardy when angered, favoring blitzkrieg offense over more subtle tactics. They lose their temper easily, and when angry, all tactical concerns vanish.

It should be noted that over the last thirty years, ***Commander Roe Athene*** has personally executed at least three Regia who attempted to overthrow Earth.

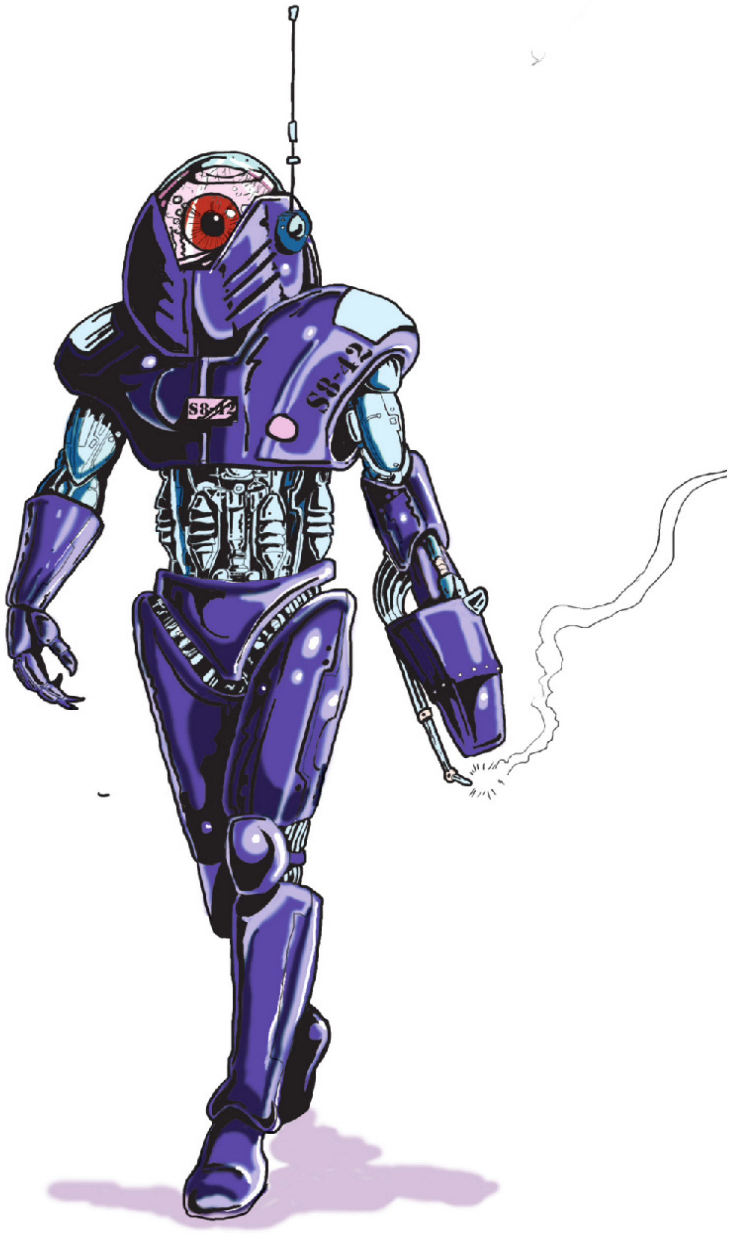
REGULATOR – CR 8

Large LE or LN Monstrous Humanoid (cyborg, Exx-Kyron)
XP 4,800
Init +8 **Senses** Darkvision 120 ft, lowlight vision, all-around vision, *true seeing,* Perception +31
Languages Binary, Galactic Common, Shipper Patois, maybe one or two others

Defense
AC 22 **Touch** 14 **Flatfooted** 17 (-1 size, +4 DEX, +1 dodge, +8 natural)
HP 12d8 +36 hp (90 HP)
FORT +11 **REF** +12 **WILL** +11
Immune Cold, Pleasure, blindness, visual effects, poison, suffocation, radiation, hard vacuum
Resist Electricity 5, Fire 10
Weaknesses Cybernetic Security Risk -3, Unhealing

Offense
Spd 30 ft
Melee +11/+6 slam (1d6+3 bludgeoning)
Ranged +15/+10 *axiomatic stun blaster* (2d6+2 fire or nonlethal fire* plus paralysis 1d6 rounds, F-DC 10 + damage inflicted negates)
Spell-like Abilities (CL 12th Concentration +19)
Constant – true seeing
At Will – *quickened* lightning bolt (R-DC 14)
- shout (F-DC 15)

Statistics
Str 16 **Dex** 18 **Con** 16 **Int** 12 **Wis** 25 **Cha** 10
Base Atk +9 **CMB** +13 **CMD** 27
Feats Alertness, Combat Reflexes, Deadly Aim, Dodge, Far Shot, Improved Initiative, Point Blank Shot, Precise Shot
Skills Computer Use +7, Diplomacy +7, Intimidate +11, Knowledge (local) +16, Perception +22/+34 visual, Pilot +14, Sense Motive +19 (*Racial modifiers:* +12 racial bonus on visual Perception checks)
Gear Tier II to IV expeditor with high FTL capability and prisoner transport capabilities, *+2 axiomatic stun blaster*
Cybernetics
Headware – Attack Barrier +1, Onboard Computer +2, Targeting Implant +2



Ecology
Environment any
Organization always solitary
Treasure double standard (including gear and large caches of gems and other valuables for use as bribes)

SPECIAL ABILITIES

All Seeing I (EX)
The Regulator's superhumanly acute visual sensors see deep into the infrared and ultraviolet portions of the spectrum. The Regulator benefits from a constant *True Seeing* effect and gains the All-Around Vision standard monster ability.

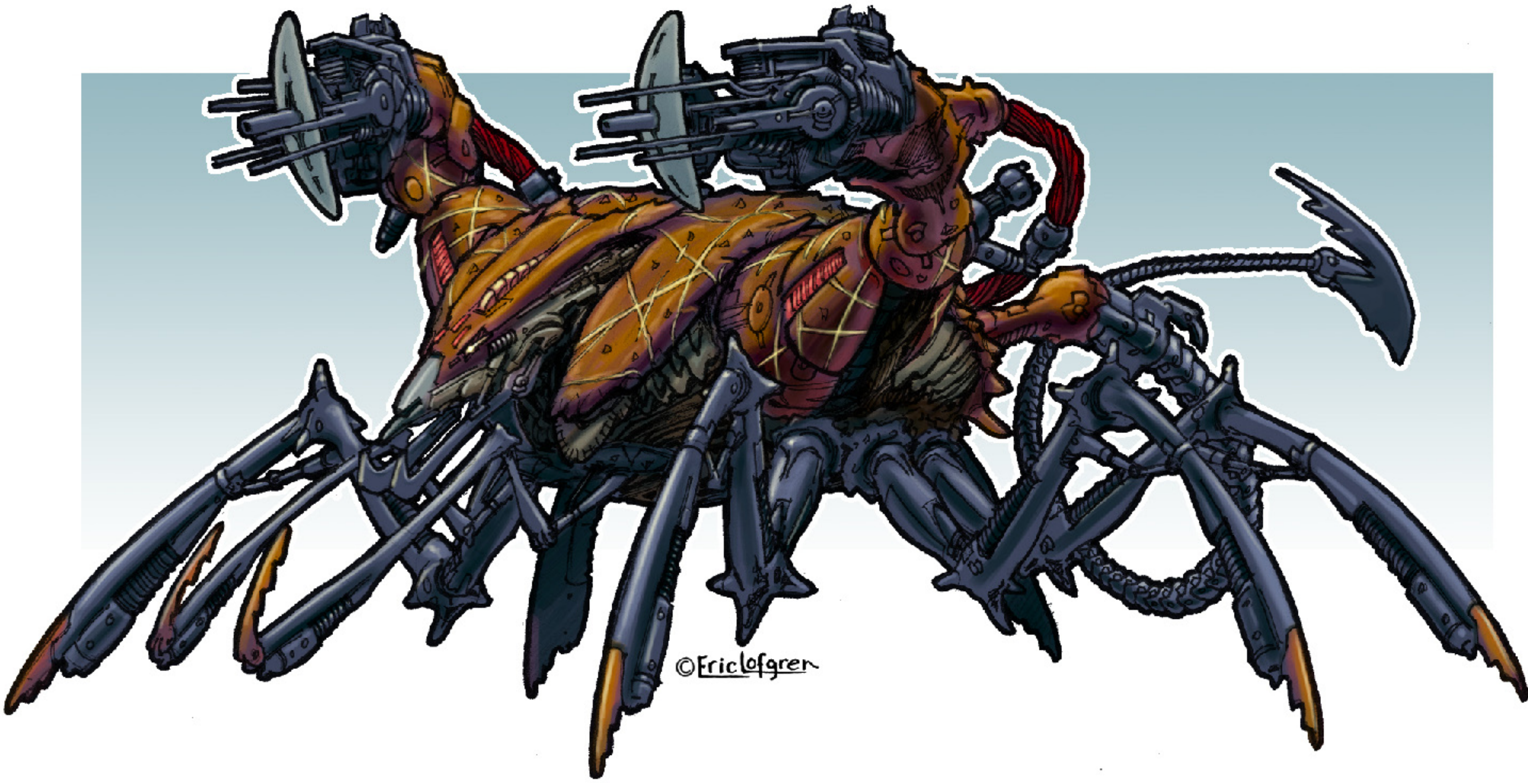
Criminal Database (EX)
The Regulator is programmed with a comprehensive database of galactic criminal activity. It automatically succeeds at Knowledge (local) checks to identify criminals, recognize gang signs and interact with the criminal underworld as well as Perception checks to spot disguised creatures with criminal records, so long as the check DC is 35 or less.

Law Blaster (EX)
The Regulator's main weapon is the axiomatic stun blaster attached to its cyber-chassis. Creatures damaged by this weapon are paralyzed for 1d6 rounds unless they succeed at a FORT Save. If the weapon is fired in non-lethal mode, add +2 to the FORT Save DC.

NATURE

Regulators are an ancient cadre of cyborg warriors who pay for repairs and upgrades as freelance peacekeepers and bounty hunters. Whatever government originally commissioned these fearsome and highly perceptive super-cops is long extinct; these days, Regulators hunt high-value fugitives without concern for who placed the bounty, nor why. Legality and justice doesn't matter to the Regulator, nor do the expected protests of innocence- only the bounty matters. (Occasionally, a Regulator might be convinced to let a low-value fugitive escape in exchange for intel on a more profitable target. No Regulator admits this publicly though – bad for the rep.)

Regulators are massive combat cyborgs of a surprisingly primitive type. Their heavily armored chassis are molecularly impregnated with glossy, dark paints. The Regulator's right forearm and hand are replaced with an integral stun blaster. Regulators are instantly recognizable because of the bio-tech, freely rotating optical camera that floats freely at the center of a sea of hyper-conductive liquids contained within the cyborg's battle helmet. This single Cylopean eye marks them as lesser descendents of the dead god Exx-Kyron, which suggests the Regulators' creation was in service of Exx-Kryon, likely as internal security specialists, hunting the many enemies of the jealous Eye-God.



SCORPION MIRAGE – CR 14

Bloodline – Genesis
Colossal CE Magical Beast (Battlechanger, lifespawn)
XP 38,400
Init +4 **Senses** Darkvision 500 ft, lowlight vision, *see in darkness,* Lifesense 10,000 miles, sensors equal to a military-grade light starship, Perception +21
Languages Draconic, Stonecutter, *tongues*

Defense
AC 26 **Touch** 6 **Flatfooted** 26 (-4 size, +20 natural)
HP 16d10 + 160 hp (248 HP)
FORT +20 **REF** +10 **WILL** +7
Immune poison, suffocation, radiation, vacuum
Resist Electricity 20, Fire 10, Force 10
Weaknesses Lifecount 3

Offense
Spd 60 ft Space Flight 1,500 ft (perfect)
Melee four +26 claws (2d6+14 slashing, 20/x2)
Ranged two +12 ion barrage (10d10 electrical, 20/x3, 1,000 ft range increment, single shot)
Special Attacks rend (2 claws, 2d6+14 slashing), pounce
Special Qualities Freeze (starship form), Greater Starflight No Breath

Spell-Like Abilities (CL 16th Concentration +18)
Constant – data read
- tongues

At Will – pirate's registration (W-DC 15)

Statistics
Str 38 **Dex** 11 **Con** 30 **Int** 11 **Wis** 14 **Cha** 13
Base Atk +16 **CMB** +34 **CMD** 44 (48 vs bullrush, trip)
Feats Blind Fight, Cleave, Fuelon Carnivore, Improved Initiative, Power Attack, Skill Focus (disguise)
Skills Disguise +26 (+46 freeze), Perception +21

Ecology
Environment deep space
Organization usually solitary
Treasure standard (usually 'undigested' cargo stored in a mimicked cargo hold)

SPECIAL ABILITIES

Fuelon Feeder (EX)
If the Scorpion Mirage kills or incapacitates a creature of the Battlechanger subtype, it can devour that victim's Fuelon Reserve as a full round action. Doing so restores the Scorpion Mirage's Fuelon Reserve. Once the its Fuelon Reserve is full, the Scorpion Mirage can expend any Fuelon remaining in the victim to benefit from a *Heal* spell.

Fuelon Reserve (EX)
The Scorpion Mirage is considered to have a Fuelon Reserve of 2 points. It can expend a point of Fuelon to achieve a variety of effects, described fully in this sourcebook's appendix.

Hull Ripper (EX)
The Scorpion Mirage's claws ignore the Hardness and Damage Reduction of non-magical materials.

Techno-Mimicry (SU)
The Scorpion Mirage's bio-mechanical anatomy and metamorphic gifts allow it to perfectly imitate a mid-sized cargo or military starship, including mimicking technological and emission signatures such as reactor radiation, IFF transponders and the like. The Scorpion Mirage gains a +20 racial bonus on Disguise checks to pass itself as an ordinary starship.

The Scorpion Mirage can change details of its disguise at will, as a full round action. It can change its class, hull design, configuration, as well as electronic signatures, colors and markings.

NATURE

Scorpion Mirage are wily ambush predators. Born in the depths of space, these crab-like monsters use iron ores stripped from micrometeorites to sculpt an intricate shell around themselves, an innocuous facade to draw prey into their clutches. Early Scorpion Mirage imitated small ore-rich asteroids, feeding on prospectors and their ships when they came to mine.

As the Scorpion Mirage have evolved, theyhave discovered new capabilities and surprising wells of cunning. Today, they grow shells mimicking small space-cruisers and single-pilot star fighters. Bioreactors in the Mirage's guts manufacture radiation signatures similar to those generated by a starship in distress. The creatures can easily mimic common galactic languages, and demonstrate a facility for spacer jargon and military flight protocols. Scorpion Mirages are cunning imitators who enjoy stringing prey along, playing out the con that they're just another passing vessel.

When a Mirage attacks, its metallic and polymer shell splits apart along previously unnoticed seams. Beneath the shell, the vaguely arthropodal creature is a horrible medley of sword-like talons and intricate, multilayered and interlaced mouthparts. It raises its mil-spec ion pulse cannons like a charging scorpion before killing, an obvious source for their Terran codename.

Scorpion Mirages hunt for pleasure as often as they do for the rare-earth minerals they need to fuel the bio-reactors in their guts. Most enjoy the game of luring a passing starship in to investigate an interesting 'derelict' or pretending to be a ship in distress to gain emergency landing clearance at a space dock. Scorpion Mirages particularly enjoy being brought aboard a larger vessel- they might allow spacers to investigate their disguised insides for hours, only dropping the disguise once their prey realize something isn't adding up about the mystery starship they'd brought aboard. Scorpion Mirages usually leave at least a few crew alive to spread their legend… though they kill everybody else and if possible destroy the vessel or station entirely.

Scorpion Mirages delight in making huge sectors of space too risky to navigate, and love destabilizing galactic trade. If an especially nasty masquerade or especially juicy kill can spark an intergalactic war, so much the better. The creatures are unfortunately common in the Steel Sector, and the Freegear and Tyrakron governments alike have huge Fuelon bounties on the hulls of these sadistic living machines.

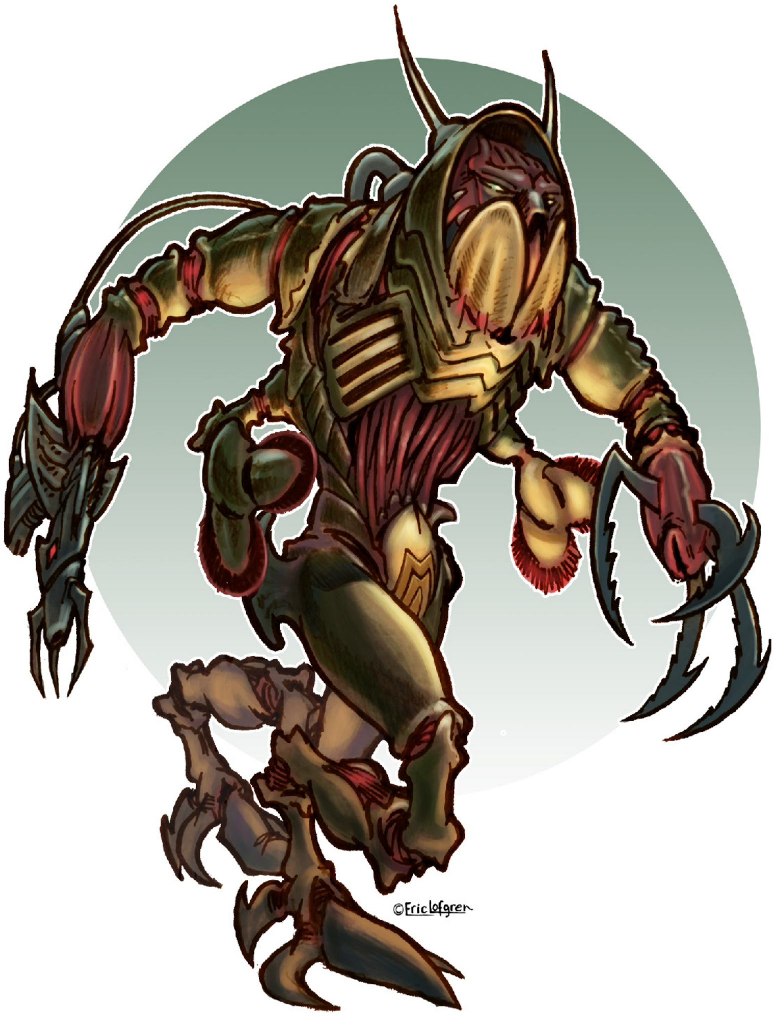
SCRAEPER – CR 8

Medium NE Monstrous Humanoid (cyborg)
XP 4,800
Init +2 **Senses** Blindsense 120 ft (underwater only), Darkvision 90 ft, lowlight vision, scent, perceive unencrypted radio/television/wifi signals, Perception +10
Languages Galactic Common, Zeth and a few other galactic languages of choice

Defense
AC 22 **Touch** 12 **Flatfooted** 20 (+2 DEX, +3 natural, +7 equipment)
HP 10d10 +30 hp (85 HP)
Fast Healing 5 (fire)
FORT +6 **REF** +9 **WILL** +9
Immune Acid, Poison, Suffocation, Vacuum (space suit)
Weaknesses Cybernetic Security Risk -3

Offense
Spd 30 ft Swim 90 ft
Melee two +15 talons (1d8+4 slashing plus 1d6 acid, 20/x3)
Ranged +13 mucosum (2d6 fire plus 1d6 acid, 20/x3, 60 ft range increment, full auto)
Special Qualities Amphibious
Spell-Like Abilities (CL 10th Concentration +13)
Constant – freedom of movement (underwater only)
At Will – bless (to benefit fellow Scraepers only)
- doom

1x./day – kinetic kill weapon (see text) (R-DC 20)



Statistics
Str 19 **Dex** 14 **Con** 16 **Int** 13 **Wis** 15 **Cha** 10
Base Atk +10 **CMB** +14 **CMD** 26
Feats Cleave, Great Cleave, Iron Will, Improved Iron Will, Power Attack, Weapon Focus (talons)
Skills Craft (cybernetics) +11 Knowledge (technology) +11, Perception +10, Pilot +6, Stealth +15, Swim +27 (racial modifiers: +10 Swim)
Gear +1 advanced space suit, mucusom *(+1 corrosive smuggler's blaster of infinite ammunition)*

Ecology
Environment any
Organization never encountered solo!. Trio or larger military groupings, usually 3-4x larger than similar humanoid groups- a light Scraeper 'platoon' might number 50+!
Treasure standard (including gear)

SPECIAL ABILITIES

Aquatic Predator (EX)
The Scraeper gains Blindsense 120 ft, which only functions when the creature is fully submerged. The Scraeper can ignore distance penalties on Perception checks while fully submerged, and is considered to be under a constant *freedom of movement* effect when submerged. The creature can dive to any depth without ill effects and may use the charge action underwater.

Cyberfrenzy (EX)
If the Scraeper is subject to a cyber-hacking attempt (even if this attempt does not succeed), it enters a berserk, instinctive fury state. For one minute after being hacked, the creature gains Regeneration 10 (fire) and gains a +4 morale bonus to all melee attack and damage rolls, but suffers a -4 morale penalty to AC. While in this state, the Scraeper cannot tell friend from foe and attacks any adjacent creature.

If within 30 ft of a *cyberfrenzied* Scraper, the Scraper must succeed at a DC 25 WILL Save or become *cyberfrenzied* itself.

Cyberhunter (EX)
The Scraeper gains a +1 competence bonus on attack and damage rolls against creatures of the cyborg subtype, due to special training against these hated foes.

Improved Iron Will (EX)
Once per day, the Scraeper can re-roll a failed WILL Save.

Kinetic Kill Weapon (SP)
Once per day, a group of five or more Scraepers can work together as a full round action to cast *kinetic kill weapon.* This spell-like ability takes effect at initiative count zero of the round it is completed. The kinetic kill weapon must target a square containing at least one Scraeper.

Water Mastery (EX)
The Scraeper gains a +1 morale bonus on attack and damage rolls if both it and its target are completely submerged.

NATURE

Though widely distributed throughout the Multiverse, nobody knows much about the origins of the Scraeper race, and nobody really wants to know either. Scraepers are deadly techno-parasites whose favorite tactic is sustained kinetic and dirty nuclear bombardment of a technologically developed, yet pre-spaceflight world. When they're tired of dropping nukes and kinetic kill weapons, their vast, teeming hordes descend on the unfortunate planet to strip it of every usable resource, surviving bit of technological infrastructure and survivor for use as livestock. Only when everything's been harvested, when the mantle has been cracked and the core devoured by endlessly hungry mining starships do the Scraepers move onto a new target. Lifeless husks and mass extinctions are left in their wake.

Scraepers breed fast (with gravid females spawning as many as half a million krill-like young in a single season) and live brutally, and seem to have no concern for their own lives. Scraeper commanders use the weight of numbers to drown their enemies in bodies. Ten million Scraepers might die to take and hold a fortified urban center, and the race as a whole never even noticing the causality. When Scraepers fight, it is as a howling mob – the race sings eerie, undulating war cries of middling occult power as they die in battle. Their shrieking prayers can drive soldiers of their own kind into a frothing battle-frenzy or drive unfortunate planetary defenders to desperation and madness.

Scraepers are somewhat arthropodic, aquatic beings. The creatures have replaced much of their 'meat' with innovative bio-cybernetics and fleshly pink pseudo-muscle. Their armor is smooth, brassy chitin. They stink of salt and heavy industrial solvents.

SENATOR, BARRISTER – CR 12

Blooline – The Senate

Large LN Construct (lawful, lifespawn)

XP 19,200

Init +0 **Senses** Darkvision 90 ft, *true seeing*, *law's gaze,* perceive unencrypted wifi/radio/television signals, Perception +20

Languages Celestial, *telepathy* 500 ft

Aura Magic Circle Against Chaos (10 ft radius, W-DC 20)

Defense

AC 23 **Touch** 13 **Flatfooted** 23 (-1 size, +10 armor, +4 deflection)

HP 16d10 +30 hp (118 HP)

FORT +5 **REF** +5 **WILL** +9

Damage Reduction 10/epic **SR** 22

Immune Electricity, Force, Construct Immunities

Weaknesses Lifecount 2

Offense

Spd 50 ft Flight 50 ft (poor)

Melee two +20 axiomatic slams (2d6+5 bludgeoning, 20/x2)

Ranged two +16 axiomatic pulse bolts (2d8 force, 20/x3, 50 ft range increment)

Special Qualities No Breath

Spell-Like Abilities (CL 20th Concentration +27)

Constant – Detect Chaos, Detect Law
- Magic Circle Against Chaos (W-DC 22),
- True Seeing

At Will – Order's Wrath (W-DC 23)
- Teleport Without Error (interplanetary and trans-galactic range)

Statistics

Str 20 **Dex** 11 **Con** - **Int** 25 **Wis** 18 **Cha** 18

Base Atk +16 **CMB** +22 (+24 disarm/drag/sunder)

CMD 32

Feats Combat Expertise, Disarming Strike, Greater Disarm, Greater Sunder, Improved Disarm, Improved Drag, Power Attack, Skill Focus (diplomacy)

Skills Diplomacy +26, Intimidate +20, Knowledge (arcana, civics, history, the planes) all at +25 Perception +20, Perform (oratory) +20, Sense Motive +20

Ecology

Environment any

Organization always solitary

Treasure double standard (in lair)

SPECIAL ABILITIES

Legalistic (SU)
The Barrister has the lawful subtype, and its slams and innate energy blasts are considered *axiomatic* weapons.

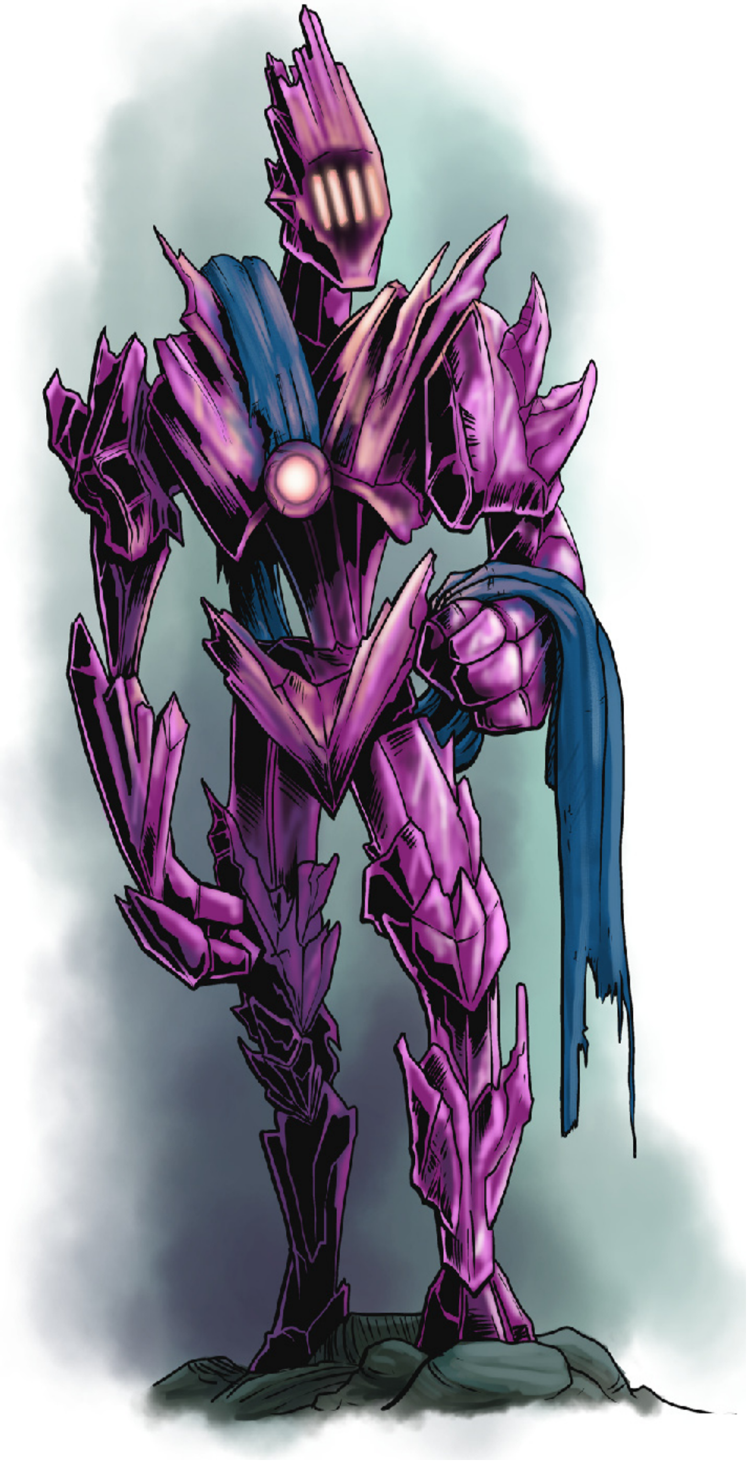
Law's Gaze (SU)
The Barrister can perceive the legal history and criminal records of any creature it can see. It is aware of the criminal and financial history of any creature it perceives, as well as their involvement in any other way with a court, such as appearing as a witness, being the plaintiff in a lawsuit or similar events. The Barrister is aware of the verdicts and judgments in any court decision. The Barrister is not necessarily aware of the actual guilt or innocence of a creature (and is typically uninterested in such), only the decision of a legitimate court or other judicial system. Nor is the Barrister is aware of crimes the creature was never prosecuted for, nor for crimes that the public is unaware of.

NATURE

As best can be determined, the entirety of the Second Iteration evolved toward a pan-galactic empire ruled by the enigmatic Senators, and this vast empire only fell due to the treachery of one of the Senate's own. How long the Senators ruled is unknown, probably unknowable. The Big Bang, and the birth of our own Third Iteration universe, wiped away most, but not all evidence of the previous universe. Some motes of the Senators' glory remained.

The Barristers are one such mote. To date, no Barrister has ever allowed itself to be scientifically examined, so the anatomical details of their inner workings remain an enigma. Barristers are massive, golem-like constructs carved from hardened, shaped forcefields and light. Unlike their Senator masters, Barristers are heavy, burly and powerful, favoring directed force where the Senators themselves favored speed and grace. Barristers glow with a cold, Tyrian purple radiance.

During the Second Iteration, Barristers served as planetary governors: perfectly dispassionate and ultimately ethical judges and adjudicators, and may have done double duty as an internal security force for the vast Senator regime. Those few who have survived into the Third Iteration do not seem to comprehend their government fell. Barristers are strangely broken inside: they are equally likely to vainly enforce extinct laws, act as judge for encountered sentients, untangling their thorniest legal disputes, or sob helplessly, as only an immortal machine can, for millennia at a time.



Barristers are extremely dangerous, and though fundamentally lawful, extremely unpredictable. When they fight, they do so silently and completely without mercy, but they rarely fire the first shot. The only time they might attack first if they encounter a creature under a judicial death sentence or if they encounter Lifespawn of anything other than Choir, Fencer or Senatorial bloodlines. They view later-era Lifespawn as a cosmic abomination, and to prevent even the bare chance of contamination, rogue Barristers have been known to annihilate entire cities if they hide a single Lifespawn.

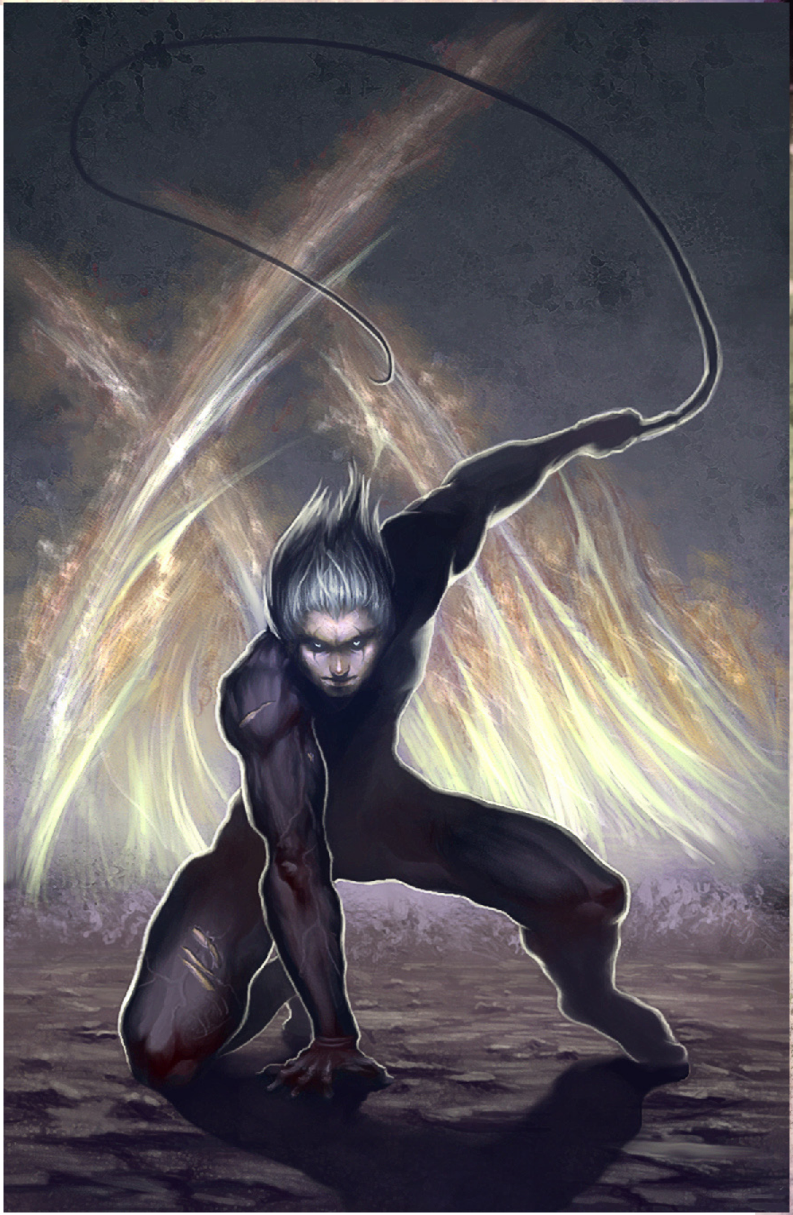
SERIAL KILLER IMMORTAL – CR 10

Medium NE Undead (cyborg, shapechanger)
XP 9,600
Init +7 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +12
Languages Abyssal, Infernal, Galactic Common
Aura Frightful Presence (60 ft, W-DC 18 plus Fearsome Violence)

Defense
AC 22 **Touch** 18 **Flatfooted** 14
(+7 DEX, +1 dodge, +4 armor)
HP 14d8 +42 hp (105 HP)
Fast Healing 5 (good)
Defensive Abilities Improved Evasion, Uncanny Dodge (14th level Rogue)
FORT +7 **REF** +11 **WILL** +11
Immune undead immunities
Weaknesses Cybernetic Security Risk -3

Offense
Spd 40 ft
Melee +21/+21/+16/+11 particle whip (2d6+3 fire, 19-20/ sever limb, 15 ft range)
Spell-Like Abilities (CL 14th Concentration +17)
At Will – alter self
- blood biography
- hunter's eye
- misdirection

1x/day – harm (140 points of damage, W-DC 19 half)
- traveller's passport



Statistics
Str 11 **Dex** 23 **Con** – **Int** 12 **Wis** 14 **Cha** 17
Base Atk +10 **CMB** +16 **CMD** 26
Feats Agile Maneuvers, Combat Reflexes, Dazzling Display, Deceitful, Dodge, Fearsome Violence, Mobility, Shatter Defenses, Weapon Finesse, Weapon Focus (whip)
Skills Acrobatics +16, Bluff +23, Climb +10, Disguise +27, Intimidate +20, Stealth +23, Perception +12
Gear *+3 keen particle whip of speed, +1 utility bodystocking of shadow*
Cybernetics
Headware – Onboard Computer, Targeting Optics +2, Tactical Memory Bank
Bodyware – Anti-Ballistic Armor Weave, Dermal Weave

Ecology
Environment any
Organization operates alone, though may use ***Crime Wire Cultists*** as disposable shock troops to harass and herd prey, or be accompanied by ***Xeno-Merc*** guards
Treasure standard (including gear)

SPECIAL ABILITIES

Death Attack (EX)
If the Serial Killer Immortal studies his victim for three rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target. The Immortal makes this choice.

Studying the victim is a standard action. The death attack fails if the target detects the assassin or recognizes the assassin as an enemy (although the attack might still be a sneak attack if the target is denied his DEX bonus to his Armor Class or is flanked). If the victim of such a death attack fails a DC 25 FORT Save, the target dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 14+1d6 rounds.

If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the Serial Killer Immortal has completed the three rounds of study, he must make the death attack within the next three rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within three rounds of completing the study, three new rounds of study are required before he can attempt another death attack.

Favored Prey (EX)
When the Serial Killer Immortal enters the campaign, choose one player character, either randomly, or by choosing the PC with the highest CHA modifier. This character becomes the Serial Killer Immortal's favorite prey, the object of their lust. The Serial Killer Immortal gains a +6 Favored Enemy bonus against this character, as well as gaining the equivalent of a +4 Favored Terrain bonus in that character's home, business, or base of operations.

The Serial Killer Immortal gains a +4 Favored Enemy bonus against targets intimately connected to their favorite prey, such as close relatives, strong allies, loved ones, parents or children, ect, though not against other player characters.

Frightful Presence (SU)
The Serial Killer Immortal can inspire terror by charging or attacking. Affected creatures must succeed on a DC 18 WILL Save or become shaken, remaining in that condition as long as they remain within 60 feet of the Serial Killer Immortal.

The Serial Killer Immortal has the Fearsome Violence feat, which improves his frightful presence. Each time the Serial Killer Immortal kills a living creature during a particular encounter, this save DC increases by 1. Creatures within range of the Serial Killer Immortal's frightful presence aura must succeed on a new save after each kill.

Tactical Memory Bank (EX)
The Serial Killer Immortal's headware maintains a counter-measure database against familiar enemies. The Immortal gains a +2 insight bonus to AC against any opponent he has battled within the past year, as well as a +2 insight bonus on saving throws against exotic attack forms possessed that opponent.

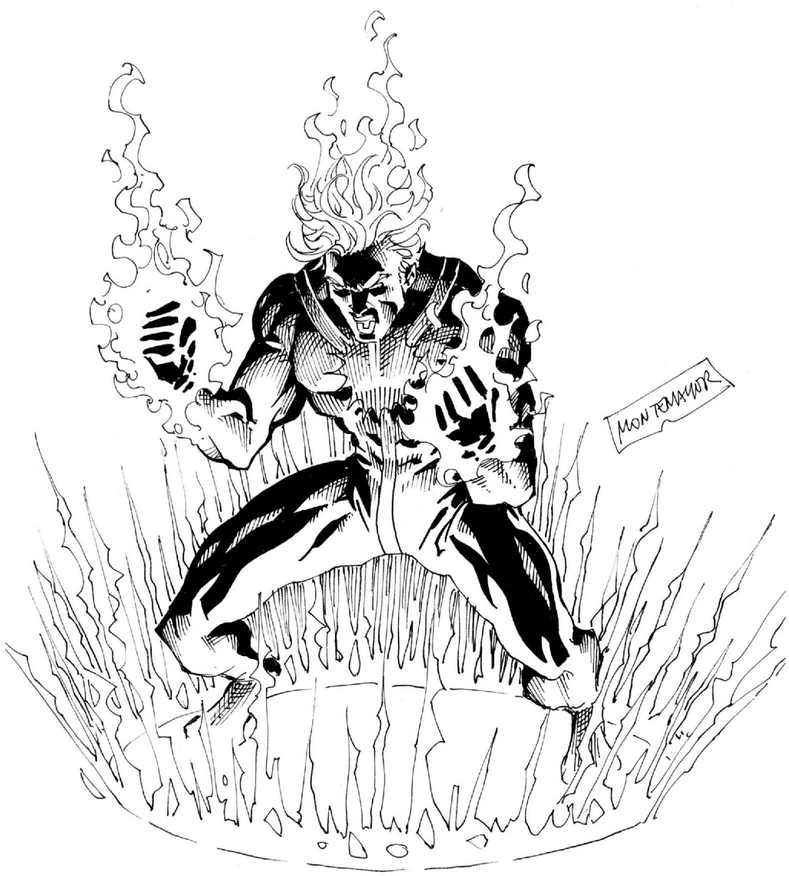
NATURE

One of the most dangerous factions in the 46th Century is the ***Legion of Serial Killers***, a criminal cult that uses soul-collection technology similar to (but infinitely more advanced than) ***Otherverse America's*** putative ***Project Heartland*** to gather the souls of serial killers, terrorists, and lust murders. These dark souls are installed in powerful cyber-chassis, trained in 46th Century combat styles, and unleashed upon the galaxy. More than mere thrill-killers, the Legion of Serial Killers worship entropic gods of torture, madness and death, and hire out as assassins and man-hunters without compare.

Serial Killer Immortals channel their murderous lusts and compulsions against a single victim which their masters assign them. Their cyber-brains are literally programmed with the scent of their victim. Using their innate shapeshifting abilities and mastery of conventional espionage, they can easily infiltrate the inner circle of even the most well-guarded victim. Serial Killer Immortals prefer to make multiple feinting assaults on their target, softening them up and terrifying them with hordes of idiot minions, while they watch and take notes. They view murder as a long courtship, with murder as the eventual consummation, and they want that consummation to be perfect.

Serial Killer Immortals are installed into high-stealth cyber bodies operating on occult-tech rather than purely scientific principles. They pass as humans easily and wield lethal energy whips. Serial Killer Immortals have only the vaguest memories of their mortal life, as they've been brainwiped by their masters so many times. Each time they kill a target, their memories are blanked and they are given a new victim, a new lust.

Lord Amp is an iconic Heavy Future villain. He's been rebuilt here as a more powerful variant on the standard Serial Killer Immortal stat block.



LORD AMP – CR 13

Medium NE Undead (cyborg, shapechanger)
XP 25,600
Init +7 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +12
Languages Abyssal, Infernal, Galactic Common, Pulsa
Aura Frightful Presence (60 ft, W-DC 18 plus Fearsome Violence)
Aura Agonizing Electrocution (20 ft, 4d6 electrical plus shaken, F-DC 16)

Defense
AC 22 **Touch** 18 **Flatfooted** 14
(+7 DEX, +1 dodge, +4 armor)
HP 14d8 +94 hp (157 HP)
Fast Healing 5 (good)
Defensive Abilities Improved Evasion, Uncanny Dodge (14th level Rogue)
FORT +7 **REF** +11 **WILL** +11
Resist Fire 10, Force 10
Immune Electricity, undead immunities
Weaknesses Cybernetic Security Risk -3

Offense
Spd 40 ft
Melee +23/+23/+18/+13 particle whip (2d6+5 fire plus 1d6 electrical, 19-20/sever limb, 15 ft range)
Ranged +17/+12/+7 electricity blast (3d10 electrical plus *stunned* for 1d6 rounds (F-DC 16 negates), 20/x3, 100 ft range increment, single shot)
Spell-Like Abilities (CL 14th Concentration +19)
At Will – alter self
  - blood biography
  - hunter's eye
  - misdirection

1x/day – harm (140 points of damage, W-DC 21 half)
  - traveller's passport

Statistics
Str 15 **Dex** 23 **Con** – **Int** 12 **Wis** 14 **Cha** 20
Base Atk +10 **CMB** +16 **CMD** 26
Feats Agile Maneuvers, Combat Reflexes, Dazzling Display, Deceitful, Dodge, Fearsome Violence, Mobility, Shatter Defenses, Weapon Finesse, Weapon Focus (whip)
Skills Acrobatics +16, Bluff +25, Climb +10, Disguise +29, Intimidate +22, Stealth +23, Perception +12
Gear *+3 keen, shocking particle whip of speed, +1 utility bodystocking of shadow*
Cybernetics
Headware – Onboard Computer, Targeting Optics +2, Tactical Memory Bank
Bodyware – Anti-Ballistic Armor Weave, Dermal Weave

Ecology
Environment any
Organization operates alone, though may use ***Crime Wire Cultists*** as disposable shock troops to harass and herd prey, or be accompanied by ***Xeno-Merc*** guards
Treasure standard (including gear)

SPECIAL ABILITIES

Agonizing Electrocution (SU)
Lord Amp's body generates more power than the fusion generators powering the Earth-Gov White House on the Moon.
A 20 ft radius around the murderer is surrounded with crackling electrical flames. In addition to inflicting 4d6 electrical damage to any creature who ends its turn in this aura, creatures damaged by the aura are considered *shaken* due to extreme pain (WILL DC 16 negates).

Death Attack (EX)
If Lord Amp studies his victim for three rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target. Lord Amp makes this choice.

Studying the victim is a standard action. The death attack fails if the target detects the assassin or recognizes the assassin as an enemy (although the attack might still be a sneak attack if the target is denied his DEX bonus to his Armor Class or is flanked). If the victim of such a death attack fails a DC 25 FORT Save, the target dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 14+1d6 rounds.

If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the Lord Amp has completed the three rounds of study, he must make the death attack within the next three rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within three rounds of completing the study, three new rounds of study are required before he can attempt another death attack.

Favored Prey (EX)
When Lord Amp enters the campaign, choose one player character, either randomly, or by choosing the PC with the highest CHA modifier. This character becomes Lord Amp's favorite prey, the object of his lust. Lord Amp gains a +6 Favored Enemy bonus against this character, as well as gaining the equivalent of a +4 Favored Terrain bonus in that character's home, business, or base of operations.

Lord Amp gains a +4 Favored Enemy bonus against targets intimately connected to their favorite prey, such as close relatives, strong allies, loved ones, parents or children, ect, though not against other player characters.

Frightful Presence (SU)
Lord Amp can inspire terror by charging or attacking. Affected creatures must succeed on a DC 18 WILL Save or become shaken, remaining in that condition as long as they remain within 60 feet of Lord Amp.

Lord Amp has the Fearsome Violence feat, which improves his frightful presence. Each time Lord Amp kills a living creature during a particular encounter, this save DC increases by 1. Creatures within range of Lord Amp's frightful presence aura must succeed on a new save after each kill.

Tactical Memory Bank (EX)
Lord Amp's headware maintains a counter-measure database against familiar enemies. Lord Amp gains a +2 insight bonus to AC against any opponent he has battled within the past year, as well as a +2 insight bonus on saving throws against exotic attack forms possessed that opponent.

Twin Killer (SU)
Lord Amp takes special pleasure in killing Pulsa heroes while their twins watch helplessly.

Anytime Lord Amp damages a Pulsa (or another twin, or character with an active *sense link),* the victim's twin suffers half the damage inflicted by the attack, so long as they are within 100 ft and can clearly see the twin's demise. A DC WILL Save negates this damage.

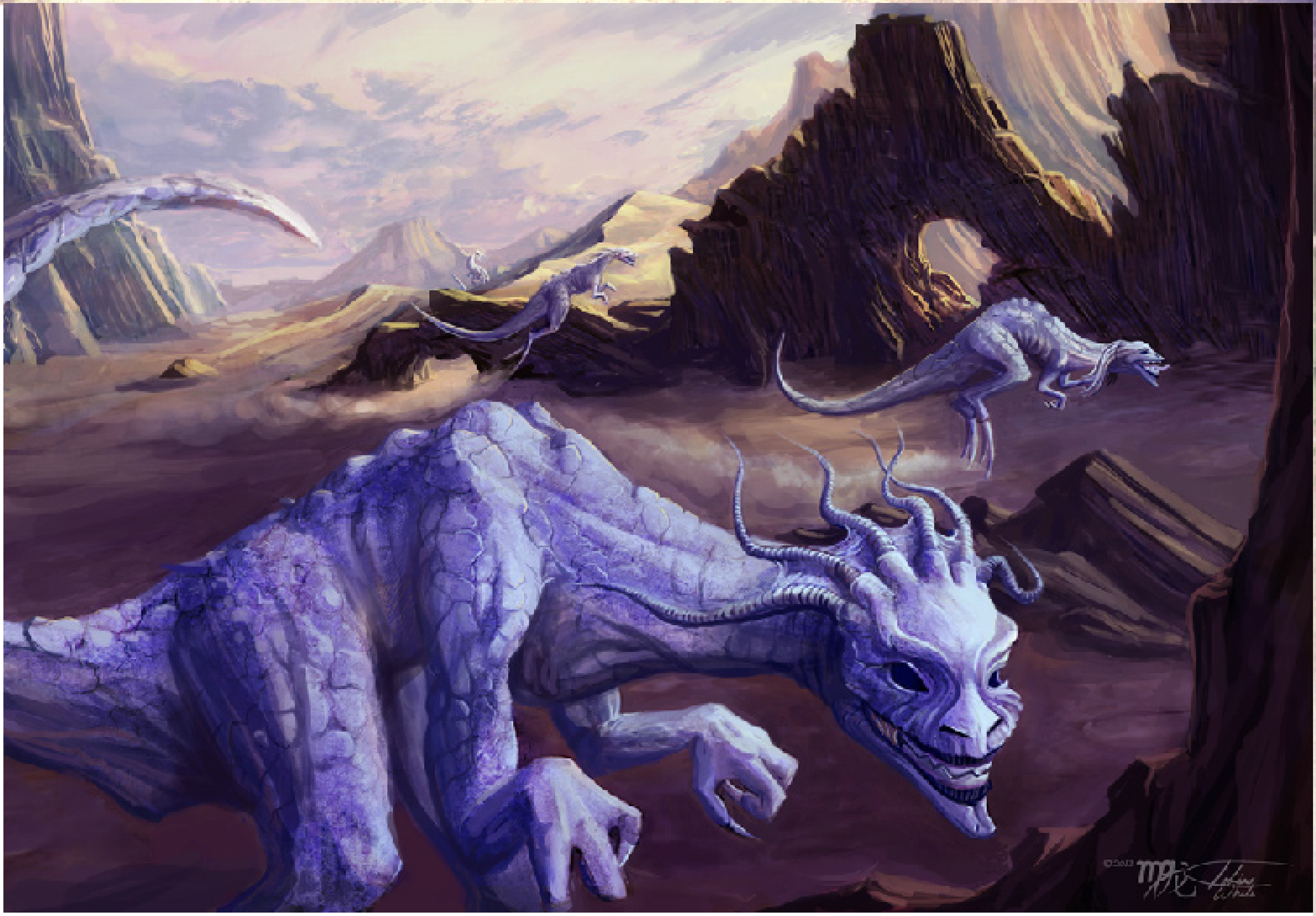
Twin Killer only activates when Lord Amp makes a targeted melee attack. This ability does not function with area effect attacks.

NATURE

Lord Amp is perhaps the most feared member of the Legion of Serial Killers.

Lord Amp was born a Pulsa mutant – one of the very few Pulsa born singly on a world where twins were the norm. He grew to become one of the most notorious murderers the planet had ever known. The young Pulsa was born with dominion over electromagnetism, while most Pulsa merely played with kinetic energy. By the time he was in his teens, Lord Amp's arrogance and entitlement had made him a murderer many times over. With each kill, his electrokinetic abilities grew more impressive. After murdering his classmates, the para-physicians trying to treat his sociopathy, and the majority of his home city, the Pulsa military put the monster down.

Centuries later, the Legion of Serial Killers snagged Lord Amp's soul with their collection antenna. Lord Amp's soul was too strong for the Legion to refit him as just another Immortal. The reborn Lord Amp retains the personality and hatreds he had in life, and his cyber-body crackles with electrical fury. Lord Amp takes particular pleasure in executing Pulsa, and his madness whispers to him that the best way to increase his personal power is to consume the cooked flesh of Pulsa victims. He claims to be the next evolution of the Pulsa species.



SHELTERER – CR 7

Medium LE or LN Aberration (psionic)
XP 3,200
Init +9 **Senses** Lowlight vision, Perception +15
Languages Celestial, Draconic, Infernal, Stonecutter

Defense
AC 24 **Touch** 20 **Flatfooted** 14 (+5 DEX, +1 dodge, +4 natural, +4 insight*)
HP 10d8 +16 hp (61 HP)
FORT +8* **REF** +12* **WILL** +13* (+9* vs fear)
Power Resistance 17
Resist Sonic 10
Immune Suffocation, radiation, vacuum (space suit)

Offense
Spd 40 ft
Melee two +9 claws (1d6+2 slashing, 20/x2)
Ranged two +12 sonic pulses (3d6 sonic plus *deafness* 1 minute, F-DC 16 negates, 20/x3, 60 ft maximum range)
Psi-Like Abilities (ML 10th Concentration +18)
Constant **–** detect psionics
At Will **–** defensive precognition (* included in stat-block above)
3x/day **–** coordinate as one
- strike as one
- withstand as one

1x/day – reposition
- tower of iron will

Statistics
Str 14 **Dex** 20 **Con** 13 **Int** 19 **Wis** 15 **Cha** 16
Base Atk +7 **CMB** +9 **CMD** 24
Feats Combat Manifestation, Combat Reflexes, Cushion the Blow, Dodge, Improved Initiative, Psionic Body, Run, Starship Operations
Skills Bluff +16, Craft (electronic, mechanical, structural) all at +17, Computer Use +17 (+21 cyber-hacking), Diplomacy +16, Knowledge (current events, technology) both at +17, Pilot +18, Perception +15, Sense Motive +15
Gear palmtop computer +4, various craft kits and sensors applicable to the current mission, *astronaut's ring* (provides continual *emergency space suit* effect)

Ecology

Environment any

Organization usually accompanied by a powerful assortment of alien bodyguards or experts hired to perform a specific task. Uncomfortable and afraid if encountered alone.

Treasure standard (in lair)

SPECIAL ABILITIES

Collective (Ps)

The Shelterer can form a psionic collective as a Tactician of its HD and may include up to four creatures in this collective.

Collective Manipulation (SU)

The Shelterer can take limited control over the movement and actions of those within its collective. Anytime a member of the collective takes a move action, it must succeed at a DC 19 WILL Save or move in as the Shelterer desires. The Shelterer usually uses this ability to force its more reckless allies to fight cautiously, stick close to the Shelterer…or at worst, act as human shields for the paranoid alien.

Those moved by a Shelterer using this ability must succeed at a Sense Motive check opposed by the Shelterer's Bluff check to even realize they have been psionically manipulated.

Cyber-Hacker (EX)

Shelters refuse to install cybernetics, seeing them as nothing but an electronic weakpoint installed in the body. Their skills cyber-hacking give proof to their paranoia. Shelters receive a +4 racial bonus on Computer Use checks made to cyber-hack.

Panicky (EX)

Shelterers suffer a -4 racial penalty on WILL Saves against fear.

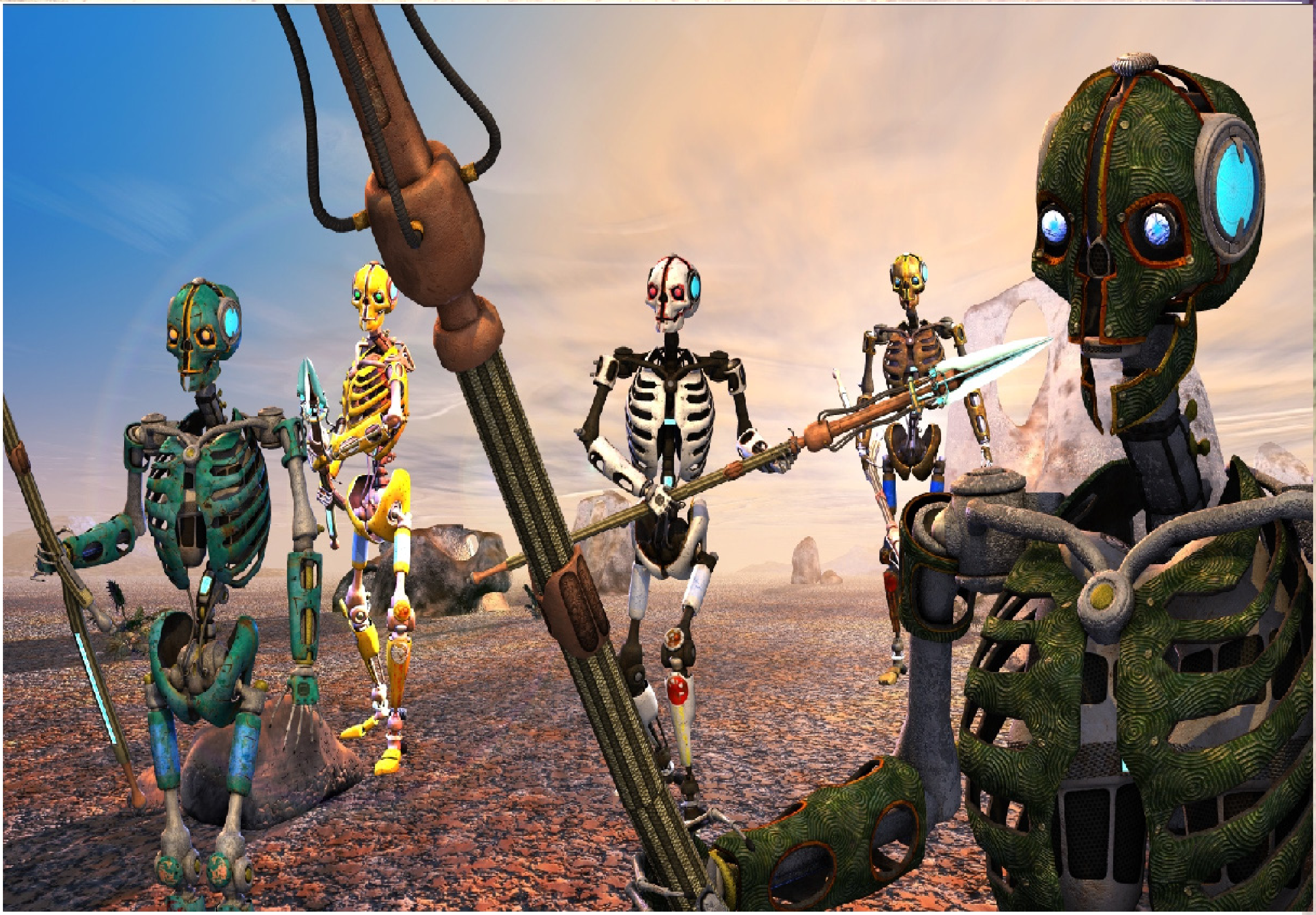
NATURE

Shelterers are highly intelligent, extremely obsessive-compulsive and dangerously paranoid. Shelterers are intelligent enough to know how many dangers the Multiverse holds, and are not comfortable if they've not designed interlocking contingency plans and countermeasures for each and every one. Shelterers are in high demand as starship engineers, architects and xeno-archelogists, as their intolerance for danger makes a starship or space station built by a Shelterer, or an exploratory mission planned out by one, as safe as the cosmos ever gets.

In addition to their ubiquity as contract hires, Shelterers often commission missions of their own. The species is obsessed with understanding the Lifechain and curious about caches of Prior Iteration tech; they make regular exploratory missions into Phallus Space, often hiring human mercenaries and spacers as support. If a potential hire has some secret or weakness that makes them vulnerable to blackmail, so much the better- Shelterers like having special controls over their crew Shelterers are on good terms with the enigmatic ***Quadi*** race, often trade with the ***Dhale*** and other advanced races, including ***Stonecutters***. More darkly, Shelterers sometimes ally with ***Scraeper*** underlings to further their own ends.

Shelterers have a herd-like social structures, and those rare few whose careers take them away from their own kind from impromptu 'herds' among their coworkers and subordinates. Shelterers can be extremely overprotective of alien 'herd-mates', but what few of the race's alien allies ever completely realize is that a Shelterer considers its survival and safety far more important than that of any herd-mate.

Shelterers resemble kangaroo-like animals with disturbingly human-like faces. They are fleet and well suited to fleeing across the vast savannahs upon which the species evolved. Most Shelterers disdain conventional space suits, trusting to occult-tech and their own innate psi-powers, which they consider much safer. They usually wear a few equipment modules or a small hand-computer strapped to their bellies or forelimbs. Shelterers are not skilled combatants, and keep to the rearguard if they absolutely cannot run away. The race is extremely cowardly and almost comically skittish. Their sonic pulses are an instinctive, infrasonic squeal of intense terror rather than a well-honed psionic weapon.



SKELETRON – CR 8

Medium LE Construct
XP 4,800
Init +2 **Senses** Darkvision 60 ft, Perception +12
Languages Galactic Common
Aura *"It's Screaming In My Mind!"* (100 ft, psionic creatures nauseated, W-DC 15 partial)

Defense
AC 20 **Touch** 12 **Flatfooted** 18 (+ 2 DEX, +8 natural)
HP 10d10 + 20 hp (75 HP)
Damage Resistance 10/bludgeoning
Fast Healing 5 (bludgeoning)
FORT +4 **REF** +6 **WILL** +4
Immune Construct Immunities

Offense
Spd 40 ft
Melee +13/+8/+3 drill spear (1d10+2 piercing, 19-20/x4)
Ranged +12 thrown drill spear (2d10+4 piercing, 19-20/x4, 10 ft range increment)
Special Attacks Breath Weapon (50 ft line, 10d6 sonic plus *deafened* 1d4 minutes, REF DC 15 half, FORT DC 15 negates *deafness,* usable every 1d6 rounds)
Special Qualities Surgi-Tech Spawning

Statistics
Str 14 **Dex** 14 **Con** - **Int** 10 **Wis** 10 **Cha** 1
Base Atk +10 **CMB** +12 **CMD** 24
Feats Bloody Assault, Cleave, Great Cleave, Improved Critical (drill spear), Power Attack, Weapon Focus (drill spear)
Skills Perception +10, Stealth +12

Ecology
Environment any (prefers to attack recently settled colonies with little military protection)
Organization usually a horde (5d6 plus 1 Skeletron with the advanced and giant templates per five ordinary Skeletrons plus assorted 'special-purpose' Skeletrons)
Treasure incidental (drill spear becomes non-functional when Skeletron is destroyed)

SPECIAL ABILITIES

Colors of Long Extinct Units (EX)
Skeletrons have hull plating in a variety of colors and patterns, which correspond to the regimental colors of whatever long extinct armies initially fielded the rogue combat robots. These colors hint at the robot's capabilities and modify the robot's Challenge Rating. Some of the documented colors of Skeletron units include:

- **Black and Grey (CR +0)**
  The basic Skeletron, with no modified abilities or changes to CR.
- **White and Black (CR +3)**
  Advanced Infantry Model. Skeletron's Drill Spear gains the *vorpal* property
- **Brick Red (CR +1)**
  Plasma Infantry Model. Skeletron's Drill Spear gains the *flaming burst* property. Breath weapon inflicts Fire damage instead of Sonic damage and does not deafen targets.
- **Gold (CR +2)**
  Officer Type. Breath weapon is usable every other round. Other Skeletrons will attempt to flank the target attacked by the Officer Type.
- **Aquamarine or Green (CR +1)**
  Aquatic Warfare Model. Gains a Swim speed 30 ft, and Drill Spear gains the *corrosive* property.

Deadly Spear (EX)
A Skeletron's spear counts as adamantine for the purpose of overcoming damage reduction.

"It's Screaming In My Mind!" (SU)
Any creature with the Psionic subtype that merely comes within 100 ft of a Skeletron must succeed at a DC 15 WILL Save or be *nauseated* for 10 rounds. Success indicates the Psionic is merely *sickened* for 1d4 rounds.

The Skeletron can make an immediate attack with its drill spear as a free action against any target who is nauseated by this special quality.

Surgi-Tech Spawning (SU)
Though a construct, Skeletrons can create spawn like the undead creatures they resemble. Any humanoid or monstrous humanoid slain by the Skeletron and taken by the creature rises as a new Skeletron after 1d4 hours of surgical alteration. The creature retains none of the knowledge or abilities it possessed in life and cannot be raised or resurrected until the Skeletron it has become is destroyed.

NATURE

Skeletrons are metallic skeletons, whose armored titanium bones are sheathed in colorful alloys. The colors and etched patterns on a Skeletron's hull have some meaning for the bio-monsters, but what that meaning is, no other sentient being knows. Their skull-cases contain life support machinery to keep a screaming, tortured brain alive within. Skeletrons carry a deadly long spear which ends in a nano-diamond edge and whose shaft can rotate fast enough to drill through adamantine.

Endless waves of Skeletrons drop from egg-shaped orbital insertion pods over a victim-planet. They assemble and march towards major population centers, cutting down every sentient biped they encounter. They prefer driving their drill spears into the victim's spine, paralyzing them and than going to work with their surgi-tech scalpels, ripping out a living brain and depositing it into a new Skeletron chassis. Captured minds retain just enough sentience to feel every second of the horror of their new states.

Skeletrons have been plaguing the galaxy for eons. Somebody unleashed these things millenia ago, but nobody is taking the blame. Likely, the sadistic androids took their creators out first, and have been looking to do the same to the rest of the galaxy's carbon-based species ever since then.

Occasionally, minor warlords and planetary despots can control a small legion of Skeletrons. However, the risk of commanding a Skeletron legion far outweighs their utility as shock troops. If the Skeletrons sense even a moment's weakness, their erstwhile 'master' becomes screaming brain tissue trapped in a bio-steel shell.

SKRIZZLEX – CR 6

Huge N Vermin
XP 2,400
Init +4 **Senses** Lowlight Vision, Scent, Perception +2
Languages none
Aura Faint Illumination 5 ft

Defense
AC 22 **Touch** 12 **Flatfooted** 18 (-2 size, +4 DEX, +6 natural, +4 deflection)
HP 9d8 + 45 hp (86 HP)
FORT +11 **REF** +7 **WILL** +5
Immune mind affecting abilities, gravity effects
Resist Force 20

Offense
Spd 50 ft
Melee two +12 claws (1d10+8 slashing, 20/x2) and either +12 gravity bite or (3d10+8 slashing, 20/x4) or +12 bite (2d6+8 slashing, 20/x2)
Special Qualities Graviton Symbiosis

Statistics
Str 26 **Dex** 18 **Con** 20 **Int -** **Wis** 14 **Cha** 1
Base Atk +6 **CMB +**16 **CMD** 30 (34 vs trip)
Skills Acrobatics +10 (racial modifiers: +8 Acrobatics)

Ecology
Environment warm deserts and plains
Organization solitary or mated pair (with 2d6 offspring with the young template applied either once or twice)
Treasure incidental

SPECIAL ABILITIES

Gravity Leap (EX)
The Skrizzlex' leaping distance is not restricted by its height, and it may leap any distance in a single round, even if doing so would increase its movement past its normal base landspeed maximum.

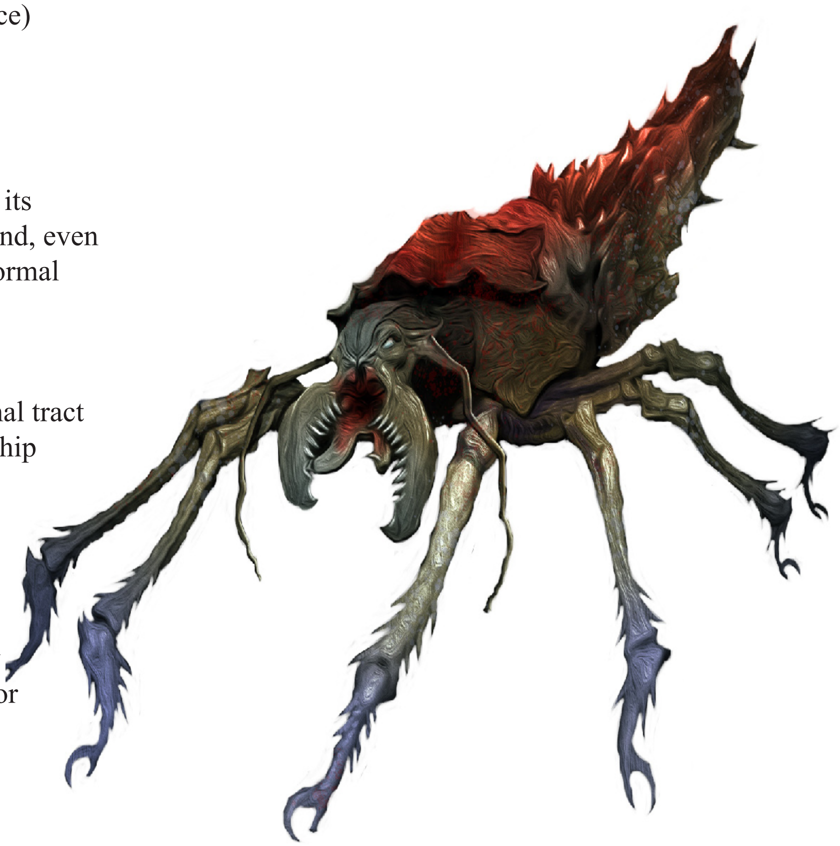
Graviton Symbiosis (EX)
Graviton-generating fungi in the Skrizzlex' intestinal tract allow the creature to instinctively alter its relationship with a planet's gravity well, allowing it to move unencumbered by gravity. The Skrizzlex is always treated as if acting in normal (1 G) gravity, regardless of prevailing environmental conditions- it never suffers movement related penalties, is not capable of zero gravity maneuvering and its ability to lift and carry mass is not affected by either low or high gravity environments.

If a *remove disease* spell is successfully cast upon the Skrizzlex, it loses its Graviton Symbiosis trait for 2d6 days, or until it consumes the feces of another member of its own species as a full round action to re-infect itself with this symbiotic gut-fungus. If the Graviton Symbiosis trait is lost, so are the creature's Gravity Leap trait and Gravity Bite melee attack- it can only make normal bite attacks. The creature also loses its deflection bonus to Armor Class.

NATURE

Skrizzlex are enormous spiderlike xenoforms larger than an automobile. They have a torpedo shaped thorax and abdomen covered in plates of jagged chitin; their coloration changes slowly throughout the day, hinting at the alien's activity levels. During the heat of the day, when the Skrizzlex are most active, their coloration is a rich burgundy fading to umber, and at night, when the creatures are nearly dormant, their exoskeletons are a drab, tarnished greenish-brown. The arachnid moves with incredible speed on eight elongated legs.

Skrizzlex are plains dwelling hunters. Unlike other xeno-arachnids, they have no natural facility for climbing, nor do they spin webs. Instead, the creatures rely on their incredible speed and ability to ignore the worst effects of high grav conditions to capture prey struggling under the weight of a crushing G-load. Skrizzlex mandibles can shear through military grade alloys, mostly due to the creature's



unconscious manipulation of gravity at the second of impact to increase the force of its bites rather than any great strength or durability of its mandibles themselves.

Gravid females use their gravity manipulation talents to launch high velocity egg cases into interstellar space, where they can drift for millennia if necessary, until they enter the atmosphere of a world capable of sustaining them. A gravid Skrizzlex female can fire tens of thousands of eggs in her life time. As a result, though the Skrizzlex are most effective hunters on high gravity worlds, the species can be found on hundreds of planets, up to and including the 1 G colony worlds most humanoids favor.

SKYGUARDIAN BANNERSWORN – CR 6

Medium LG Humanoid (human) Fighter 7
XP 2,400
Init +1 **Senses** Darkvision 60 ft, Perception +8
Languages Galactic Common, Celestial, Celtic, English
Aura Aura of Courage (30 ft, as 7th level paladin, plus acts as natural sunlight)

Defense
AC 20 **Touch** 13 **Flatfooted** 19 (+1 DEX, +7 armor, +2 shield)
HP 7d10 +21 hp (60 HP)
FORT +7 **REF** +3 **WILL** +3
Defensive Abilities Armor Training II, Bravery +2

Offense
Spd 30 ft
Melee +13/+8 allying bastard sword (1d10+6, 19-20/x2)
Ranged +8/+3 energy blast (3d4 force, 20/x2, 50 ft range increment, semi-auto)
Spell-Like Abilities (CL 7th Concentration +9)
1x/day – plane shift (to Skygard only)

Statistics
Str 18 **Dex** 13 **Con** 15 **Int** 12 **Wis** 13 **Cha** 14
Base Atk +7 **CMB** +11 **CMD** 22
Feats Energy Blast, Meaningful Ink, Superior Energy Blast, Skyguardian's Radiance, Toughness, Weapon Focus (bastard sword)
Skills Climb +11, Diplomacy +4, Intimidate +10, Knowledge (the planes) +4, Perception +8, Swim +10
Gear *+2 allying bastard sword, +1 bolstering chainmail,* mwk. light steel shield, *potion of cure serious wounds x2, potion of haste*

Ecology
Environment any; native to the dimension-crossing sanctuary-city of Skygard
Organization solitary, pair, or adventuring parties/military patrols of 12-24
Treasure double standard (including gear)

SPECIAL ABILITIES

Meaningful Ink (EX)
The Bannersworn's warrior tattoos provide him with a +2 morale bonus on melee damage rolls against opponents hostile to Skygard.

NATURE

The best of humanity are gathered from all corners of the world, and all periods of history by enigmatic, nearly god-like beings called ***Great Watchmakers***. They are assembled in the other-dimensional fortress-city, ***Skygard,*** where they become part of a legion of heroes and exemplars, that protect the Multiverse from threats both familiar and unimaginable.

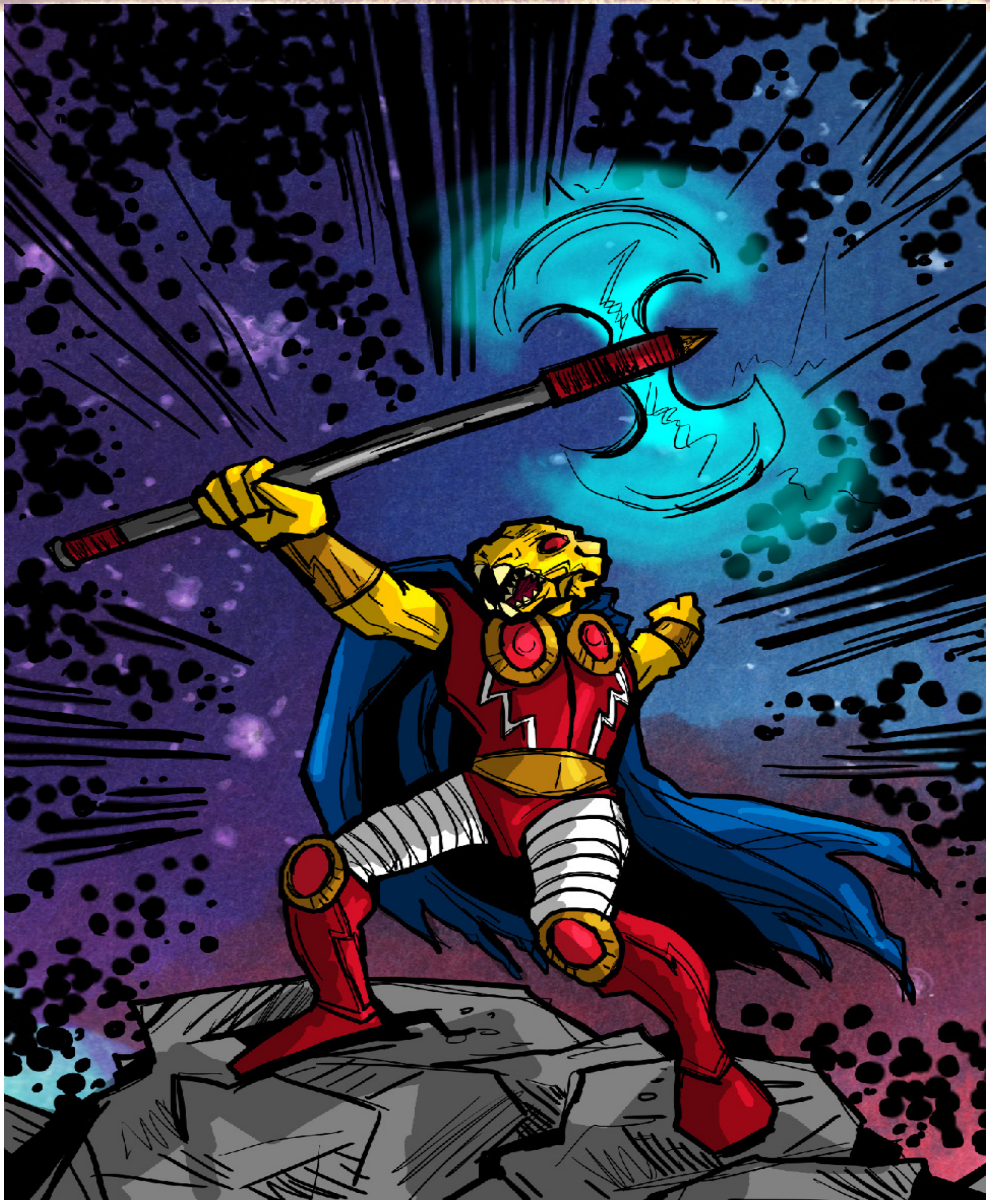
Like all Skyguardians, the Bannersworn is a powerful post-human imbued with cosmic energies. Collected from Dark Ages Britain, the spiraling tattoos inked across the warrior's breast, shoulders and cheeks now glow with sun-hot flame. The warrior's ornate armor and masterfully balanced bastard sword gleam like polished gold, but are an alien alloy stronger and lighter than titanium. The Bannersworn is a professional warrior of fairly high birth, sworn to protect Skygard and its people. While the Bannersworn is most likely found serving in Skygard's armies or acting as a civic watch commander, his adventures could carry him anywhere in the Multiverse.

SKYGUARDIAN BEAST-GOD – CR 10

Large NG Monstrous Humanoid (anthro,cyborg)
XP 9,600
Init +2 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +17
Languages Galactic Common, Furroar, Fursong

Defense
AC 22 **Touch** 16 **Flatfooted** 20 (+2 DEX, +8 armor, +4 deflection)
HP 13d10 +78 hp (150 HP)
FORT +11 **REF** +12 **WILL** +12
Resist Force 10
Immune Ballistic damage, suffocation, radiation, vacuum (No Breath), starvation

Offense
Spd 40 ft, Flight 80 ft (average)
Melee +22/+17/+12 (1d12+10, 20/x3) or
+19/+14/+9 *holy claws* (1d8+8 slashing, 20/x2)



Ranged +15/+10/+5 plasma rifle (2d6+1 fire, 20/x2, 75 ft range increment, full auto)
Special Qualities Ferocity, No Breath
Spell-Like Abilities (CL 13th Concentration +15)
1x/day – plane shift (to Skygard only)
1x/day **–** summon (1 Jauntsnarl or 2d4 Skyguardian Bannersworn, 100%)

Statistics

Str 22 **Dex** 15 **Con** 20 **Int** 13 **Wis** 15 **Cha** 12
Base Atk +13 **CMB** +20 **CMD** 32
Feats Cleave, Critical Focus, Great Cleave, Power Attack, Skill Focus (craft: cybernetics), Staggering Critical, Toughness, Vital Strike
Skills Craft (cybernetics) +20, Heal +15, Knowledge (the planes) +8, Knowledge (religion) +10, Perception +17, Survival +17
Gear *ring of protection +4, ring of force resistance, cloak of resistance +2, +4 mighty cleaving great axe, +1 plasma rifle of infinite ammunition*
Cybernetics
Headware – Onboard Computer
Bodyware – Flight System
Cybernetic Defenses – Anti-Ballistic Body Weave, Derrmal Plating

Ecology

Environment any; native to the dimension-crossing sanctuary-city of Skygard
Organization usually solitary, often accompanied by a ***Jauntsnarl*** mount
Treasure double standard (including gear)

SPECIAL ABILITIES

Call of Skygard (SU)
Once per day, the Beast-God can brandish his great axe as a full-round action before embedding it in the ground like a war banner. Doing so unleashes a wave of cosmic, healing and energizing energy. All allied creatures within 100 ft are healed for 7d6 points of damage, and are affected as if by *haste* for one minute. During this time, their weapons count as both magic and mythic for the purpose of overcoming Damage Reduction. The recipients of this effect appear as living gold for the effect's duration.

Path of Final Valor (SU)
If the Skyguardian Beast-God is slain, the place where the creature died becomes a permanent dimensional portal, marked by shimmering Furroar glyphs that encircle a gravity distortion that forms a two way portal between the death site and Skygard.

Skyguardian Anthro (EX)
The Beast-God's natural weapons are considered both magic and mythic for the purpose of overcoming Damage Reduction.

NATURE

The Skyguardian Beast-God began life as an animal, artificially uplifted to sentience and installed in a powerful body that blended advanced cyber-systems and nearly perfect organic tissue. One of the most physically powerful Skyguardians, the Beast-God is also one of the most dedicated to the city's ideas. The Beast-God serves as a high commander of the Skyguardian forces, leading units of Bannersworn and other heroes into battle.

The Skyguardian Beast-God has a keen understanding of his own cybernetic form, and is a highly skilled medic and surgeon. Skyguardians from all walks of life seek him out to have their implants installed, and the Beast-God is tasked with crafting the cyber-frames of his successors. Each Beast-God creates their successor, a tradition as old as Skygard itself.

The Skyguardian Beast-God is a proud, gilded eidolon resembling a mythical hybrid of man, lion and machine. His metallic face is a flesh-less skull, his artificial eyes blazing pools of radiance. The Beast-God dresses in royal finery in bold, heraldic colors and carries master-forged occult weapons capable of turning the tide of entire wars.

SKYGUARDIAN PHILOSOPHOS – CR 3

Medium LN Humanoid (human, psionic)
XP 800
Init +0 **Senses** Lowlight vision, Lifesense 500 ft, Perception +9
Languages Celestial, Draconic, Galactic Common, 1d6+1 Earth languages of choice

Defense
AC 17 **Touch** 10 **Flatfooted** 17 (+7 armor)
HP 4d8 +4 hp (22 HP)
FORT +2 **REF** +1 **WILL** +6
Weaknesses Cybernetic Security Risk -1

Offense
Spd 30 ft
Melee +2 power cestus (2d4-1 bludgeoning, 19-20/x2)
Melee vs powerful Lifespawn +7 power cestus (2d4+5 bludgeoning, 19-20/x2)
Special Qualities Bardic Knowledge

Statistics
Str 9 **Dex** 10 **Con** 12 **Int** 21 **Wis** 14 **Cha** 12
Base Atk +3 **CMB** +2 **CMD** 12
Feats Meaningful Ink
Skills Heal +9, Knowledge (arcana, history, the planes, technology) all at +12, Perception +9
Gear mwk. breastplate, power cestus, palmtop computer +2
Cybernetics
Bodyware – Onboard Computer (linked to tattoos)

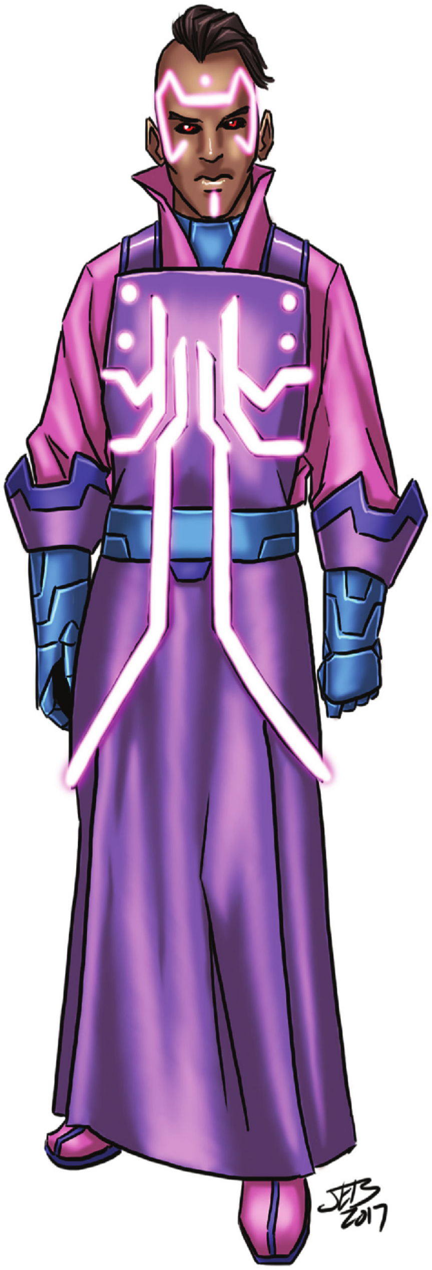
Ecology
Environment any; native to the dimension-crossing sanctuary-city of Skygard
Organization usually solitary or accompanying a platoon of Skyguardian Bannersworn as unit advisor
Treasure standard (including gear)

SPECIAL ABILITIES

Cosmic Education (EX)
The Philosophos receives a +10 competence bonus on all Knowledge checks made concerning Lifechain creatures, technology, history and culture.

Meaningful Ink (EX)
The Philosophos' warrior tattoos provide him with a +1 morale bonus on saving throws against effects generated by characters hostile to Skygard.

Marks of Philosophos (SU)
The luminous runes etched into the Philosophos' begin glowing brightly (60 ft, bright illumination) when any creature with the Lifespawn subtype approaches closer than 500 ft. When making a melee attack against a Lifespawn with 10+ Hit Die, the Philosophos applies his INT modifier, rather than his STR modifier to the attack, giving him the **bolded, blue melee attack line.**



NATURE

Especially gifted children and squires are chosen for training as Philosphos, the most highly educated caste of ***Skygard's*** warriors. Philosophos have phenomenal memories, retaining a lifetime of study and lore as an oral tradition, backed up by the memory nanites in their blood and inked into their skin. Philosophos are great storehouses of knowledge about the Lifechain: they've studied the legends and sagas of these genetic demigods all their lives. While the Philosophos can be flustered and fanboyish around great Lifespawn heroes, they're capable of incredible heroism when those they care about are threatened by star-spawned horrors.

Philosophos are attractive post-humans. While they are nowhere near as strong, nor as confident, as ***Bannersworn,*** they are healthy and capable. Like all Skygardians of high birth, they wear polished, photo-generative plate, and wield fine techno-weapons. They'd rather be in the great libraries or compu-wombs rather than on the battlefield, however.

SLUGTHROWER – CR 18

Bloodline – Genesis
Gargantuan CN Construct (Lifespawn)
XP 153,600
Init +2 **Senses** Blindsense 150 miles, Darkvision 90 ft, perceive unencrypted wifi/radio/television signals, Lifesense 500 miles, Perception +29
Languages Grey, Stonecutter

Defense
AC 34 **Touch** 6 **Flatfooted** 34 (-4 size, +28 armor)
HP 25d10 +60 hp (198 HP)
Damage Reduction 15/adamantine and epic
FORT +8 **REF** +10 **WILL +8**
Immune Ballistic damage, Cold, Construct Immunities**,** Fire
Resist Acid 20, Electricity 15 **SR** 20
Weaknesses Lifecount 3

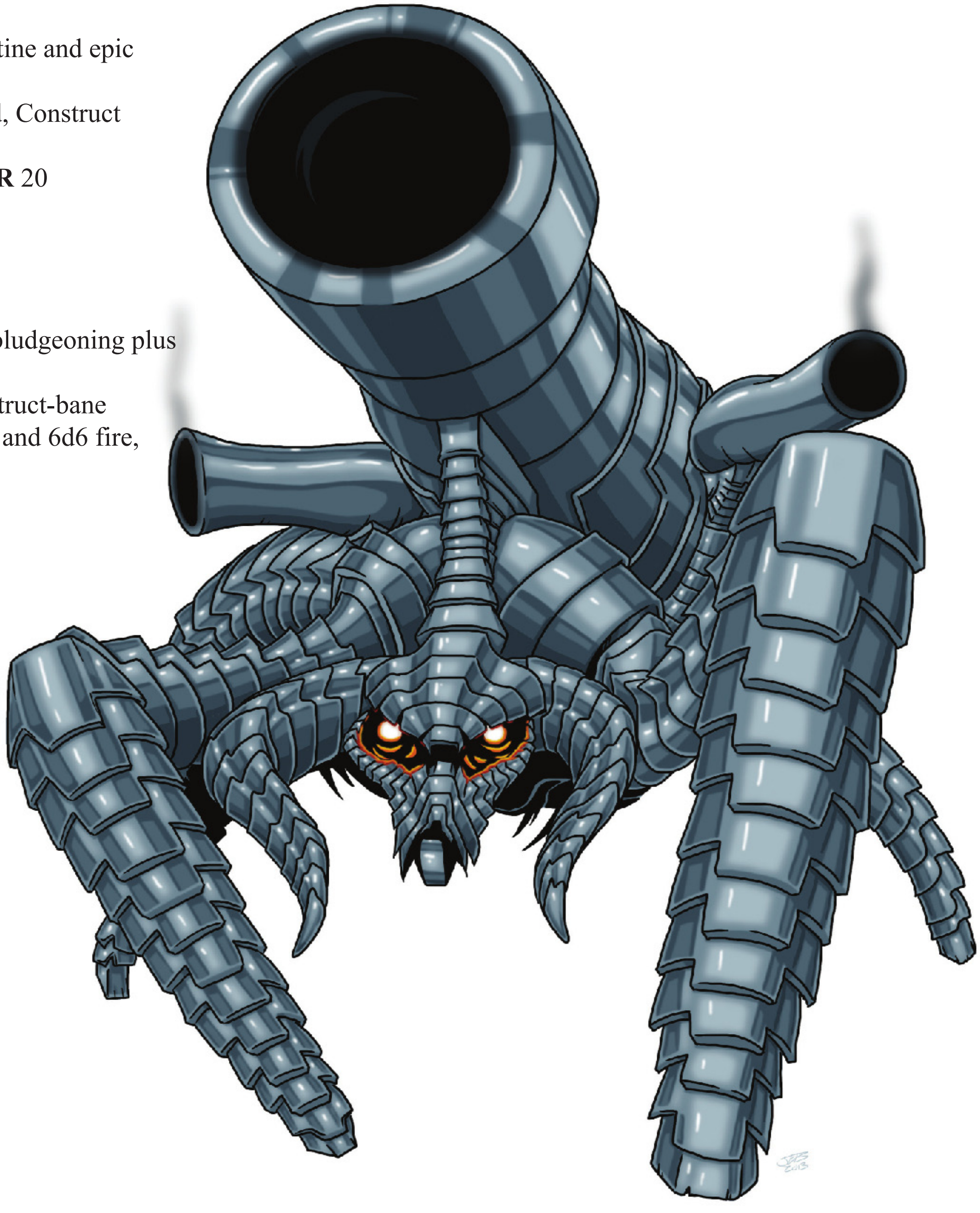
Offense
Spd 60 ft Zero G Flight 500 ft
Melee two +44 slams (4d8+22 bludgeoning plus bullrush, 18-20/x2)
Ranged two +24 anarchic, construct-bane genesis mortars (20d10 ballistic and 6d6 fire, 18-20/x3, 5 ft splash radius (R-DC 25 negates), 500 ft range increment)

Favored Enemies
Constructs (+6), Cyborg Subtype (+4)

Special Qualities
No Breath, Lesser Starflight
Spell-Like Abilities (CL 25th Concentration +29)
4x/day – True Strike

Statistics
Str 54 **Dex** 14 **Con** -
Int 16 **Wis** 18 **Cha** 10
Base Atk +25 **CMB** +51 (+53 bullrush)
CMD 63 (immune to trip, bullrush)
Feats Cleave, Great Cleave, Greater Bullrush, Improved Bullrush, Point Blank Shot, Power Attack, Weapon Focus (genesis mortar), Weapon Focus (slam)
Skills Craft (electronic, mechanical, structural) all at +27, Knowledge (technology) +27, Perception +29

Ecology
Environment any urban
Organization always solitary
Treasure incidental



SPECIAL ABILITIES

Ballistic Launch (EX)

Once per day, the Slugthrower can redirect its massive energies from its weapon and strength enhancement towards the fusion thrusters on its underbelly. The Slugthrower must remain motionless for at least one hour before using this ability; movement of any sort, even in self defense, aborts the ballistic launch and requires the Slugthrower to begin launch preparations again.

When the Slugthrower finally launches, it inflicts 2d6x100 points of Fire damage (REF DC 25 half) to all objects and creatures within 500 ft of its launch site. The Slugthrower's rocket-like launch enables it to achieve orbital velocity. The Slugthrower is capable of spaceflight, and limited zero g maneuvering, but it cannot enter hyperspace under its own power. Instead, the creature enters stasis for millennia at a time, as it travels from world to world at sub-light speeds.

Challenge to Machines (SU)

The Slugthrowers slam attacks bypass the Hardness and Damage Reduction of creatures of the Construct type as well as the Cyborg subtype.

Genesis Mortars (SU)

The Slugthrower is a powerful Genesis-bloodline bio-mech. Its Genesis Mortars are *anarchic, construct-bane* weapons. The Slug thrower gains the Favored Enemy ranger class feature against Constructs, as well as any creature with the cyborg subtype, and its *construct-bane* weapons also affect creatures with the cyborg subtype as if they were constructs.

All squares adjacent to the target of the Genesis Mortars suffers half damage, and a successful DC 25 REF Save negates this splash damage. The additional damage from the weapon's anarchic and construct bane properties only applies to targets in the splash zone that meets either quality.

As a full round action, the Slugthrower can fire its Genesis Mortars in a high, parabolic ballistic arc to hit targets at incredible range. Doing so imposes a -20 penalty on the attack roll, but allows the Slugthrower to target any creature or object it can perceive with its 150 mile radius Blindsense, which functions similarly to rangefinding radar.

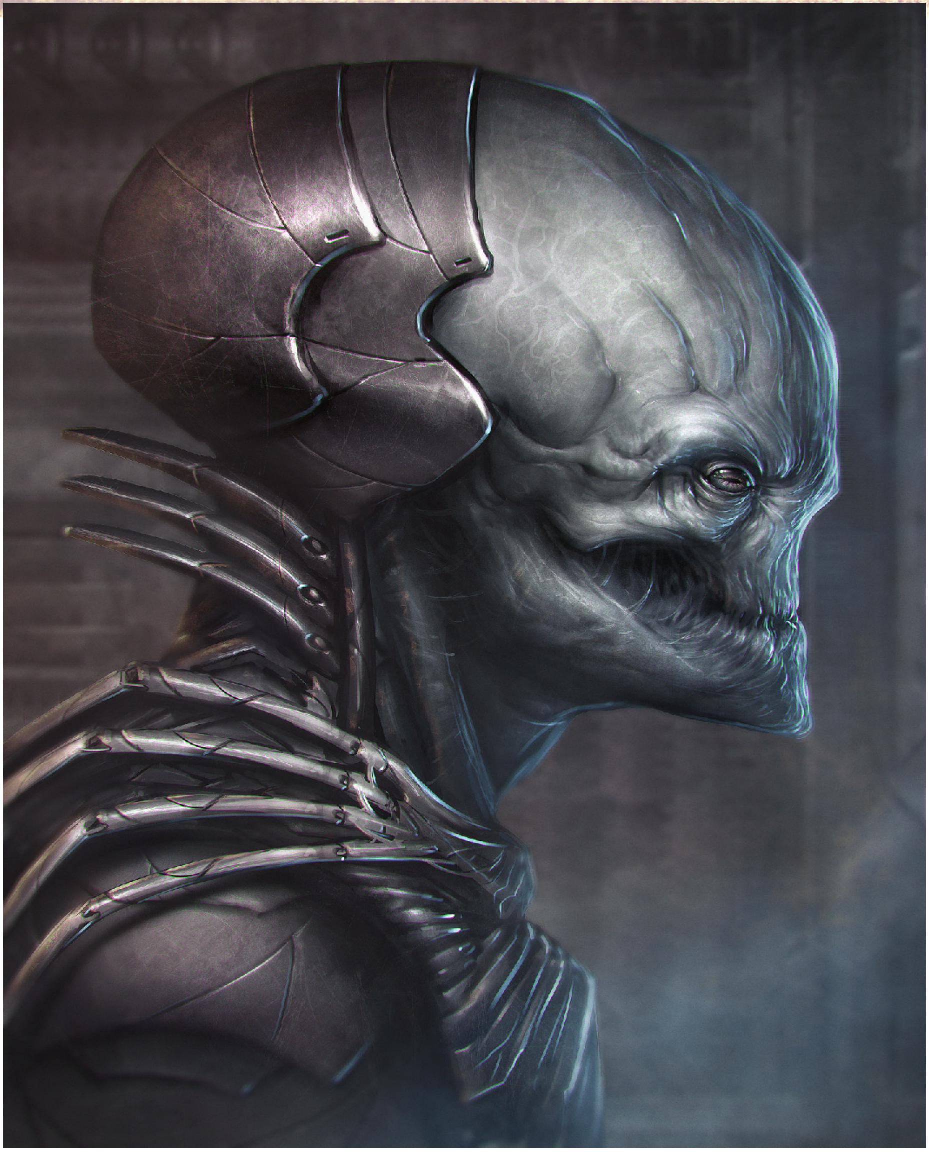
Intelligent Self Repair (EX)

The Slugthrower is intelligent enough to use the Repair skill to heal its own wounds. It receives a +5 circumstance bonus on the Repair check, and restores +10 HP per check if it incorporates salvaged components from a machine or construct it has personally destroyed within the previous 24 hours.

NATURE

Slugthrowers are dangerously violent, fiercely competitive bio-machines. These hulking robotic behemoths view themselves as the pinnacle of machine evolution, and all lesser machines as potentially deadly threats to its dominance. It responds in kind, with the kind of lethal aggression displayed by a bull elephant defending its territory. It prioritizes its attacks against intelligent or piloted machines – tanks, combat aircraft, heavy assault mecha, and the like, but once it has annihilated those threats it will turn its attention to every moving machine within its rather impressive sensor range. Once its robotic or cybernetic attackers are dead, their remains crushed beyond repair, the Slugthrower will turn its jealous range against 'threats' such as civilians with a handful of cyber-implants, semi-trucks, automobiles and personal hovercraft, even large standing structures like skyscrapers, office towers, and communications arrays.

Slugthrowers are gigantic war-machines with a somewhat spider-like chassis, sheathed in nearly indestructible reactive armor plating. The Slugthrower has a bovine skull, with piercing camera-lens eyes. The Slugthrower's thorax strains under the weight of a rotating array of four goliath cannons, which splay outward like a flower. The Slugthrower is truly massive and inconceivably heavy, mostly due to its internal reinforcement and ultra-dense hull plating. The largest specimens of the breed weigh more than 25,000 tons, and shake the ground with every step they take. A Slugthrower arriving on an unprepared world is a planetary emergency.



SOLIX VERION – CR 20

Bloodline – The Singular
Medium LE Undead (extraplanar, lifespawn, temporal)
XP 307,200
Init +4 **Senses** Darkvision 120 ft, lowlight vision, see in darkness, true sight, lifesense 1 lightyear, Perception +44
Languages Galactic Common, Grey, Stonecutter, 1-2 other major galactic languages of choice

Defense
AC 28 **Touch** 14 **Flatfooted** 28 (+14 armor, +4 deflection)
HP 34d8 +306 hp (459 HP)
FORT +20 **REF** +12 **WILL** +26
Spell Resistance 27 **Channel Resistance** +8
Resist Fire 5, Pleasure 10, Positive Energy 10, Sonic 10
Immune Cold, undead immunities
Weaknesses Lifecount 5

Offense
Spd 30 ft Flight 120 ft (average), Space Flight 1,000 ft or 4 hexes, effective Hyperdrive Rating 1
Melee +28 imperious backhand (2d8 +4 bludgeoning plus energy drain, 20/x3)
Ranged +24 ranged touch (*Entropic Multiplication*, 60 ft, target ages 1d4+1 age categories, usable 3x/day)
Special Attacks Energy Drain (2 levels, F-DC 35)
Special Qualities No Breath, Greater Starflight

Spell-Like Abilities (CL 30th Concentration +38)
At Will **–** anomaly detection
- geas/quest (W-DC 25)
- interplanetary teleportation (within or travelling to worlds in the Inner Necklace only)

6x/day **–** either haste or slow (F-DC 21); either can be *quickened* 1x/day
3x/day **–** nuclear winter
1x/month **–** gate, wish

Psi-Like Abilities (ML 20th, Concentration +28)
At Will – telekinetic force (up to 1,000 lbs)

Statistics
Str 18 **Dex** 11 **Con** – **Int** 27 **Wis** 24 **Cha** 28
Base Atk +24 **CMB** +28 (+30 disarm) **CMD** 38
Feats Awakened Heritage (Singular), Combat Expertise, Entropic Multiplication, Fundamental Manipulation of Entropy, Hover, Improved Disarm, Improved Initiative, Intimidating Prowess, Primacy, Singularity Equation, Skill Focus (Knowledge: physical sciences)
Skills Intimidate +42, Knowledge (arcana) +48, Knowledge (local, the planes, history, technology) all at +45, Knowledge (physical sciences) +48, Perception +44, Sense Motive, Stealth +52
Gear *+5 deathless full plate of greater shadow, ring of mage armor*

Ecology
Environment any (each is native to a particular captive system orbiting the Phallus as part of the Inner Necklace of worlds)
Organization usually accompanied by entire armies, including several ***Lifespawn Despots*** who serve as senior aides and military officers as well as multiple ***Enumerator*** soldiers
Treasure at least triple standard (in lair, including gear)

SPECIAL ABILITIES

Commanding Retaliation (Sp)
If the Solix Verion is damaged by a confirmed critical hit from a creature with the Lifespawn subtype and survives, the Solix Verion can use it *geas/quest* spell-like ability against the attacker as an immediate action.

Confusing Touch (SU)
With a successful melee touch attack, the Solix Verion can impose the *flatfooted* condition until the touched creature next acts. This ability is usable 11x/day.

Entropic Multiplication (SU)
As a ranged touch attack, the Solix Verion can age a target creature within 60 ft by 1d4+1 age categories. The target immediately suffers the physical effects of aging, but does not receive the mental ability score bonuses for age and wisdom. If the target is moved past venerable, it dies instantly, rapidly rotting away to rotten bones. This ability is usable up to 3x/day.

Imperious Backhand (SU)
Despite its seeming fraility, the Solix Verion is lethally strong, and few heroes can stand against it. A target damaged by the Solix Verion's slam attack must succeed at a DC 31 FORT Save or be knocked up to 8 squares in any direction of the Solix Verion's choice, including straight up. If the target is moved into an obstruction, it takes falling damage as normal.

Lifespawn Primacy (SU)
Lifespawn creatures can feel the authority vested in the Solix Verion by the Singular Himself, as a dread deep within their cells, a genetic compulsion to obey. Lifespawn creatures cannot easily attack or hinder the Solix Verion.

- Non-Lifespawn are not affected by this ability in any way.
- Lifespawn creatures with 34+ HD are immune to the effects of this ability.
- Lifespawn creatures with 33-17 HD cannot make attacks of opportunity against the Solix Verion.
- Lifespawn creatures with fewer than 17 HD cannot attack or take direct hostile actions against the Solix Verion.
- Lifespawn creatures with or fewer 4 HD cannot attack or take direct hostile action against either the Solix Verion or known allies of the creature, providing those allies are within 60 ft of the Solix Verion.

Each Lifechain feat a creature possesses reduces its effective character level/Hit Dice by –1 for the purpose of this ability.

Selfishness (SU)
When the Solix Verion witnesses a beneficial spell or spell-like ability cast within 30 ft, the Solix Verion can attempt to redirect the spell's energy to itself, gaining the benefit and denying it to its intended recipient. If the Solix Verion makes a successful opposed caster-level check, the Solix Verion gains the benefit of the spell and it is negated with regards to its original recipient. This ability is usable as a swift action up to five times per day.

Singularity Equation (SP)
The Solix Verion can speak to unleash a nearly irresistible mind-weapon: an equation that completely disproves free will and the inherent nobility of the soul. When the Solix Verion uses its *dominate monster* ability, it makes a Knowledge (physical sciences) check. If the check result is higher than the effect's base WILL Save DC, the result becomes the effect's WILL Save DC.

Any creature dominated by this ability can spread the singularity equation virally. While dominated, the creature gains the ability to use *charm monster* at will as a spell-like ability. The charm monster effect functions identically to this power: it is cast as a full round action and can replace its base WILL Save with the dominated caster's Knowledge (physical sciences) check result. The dominated creature uses this ability to gather additional slaves, and the Solix Verion can control these secondary slaves as if it had personally charmed them. These 'secondary' slaves cannot themselves charm or dominate additional creatures.

This is a mind-affecting, language dependent, fear effect.

Spurn the Upstart Gods (SU)
The Solix Verion is immune to Positive Energy channeled by any Cleric who has chosen the Genesis, the Mother or the Nemesis as a patron deity, or any character with Awakened Heritage from those bloodlines.

NATURE

Solix Verion are among the most powerful and capable of the ***Singular's*** agents. Each rules a wide, resource-rich sector of the ***Inner Necklace*** as regent and guardian. Solix Verion consider themselves master gardeners and extraordinary mathematicians as opposed to mere politicians, and their tittle is a variation of a term used for both accounts and horticulturists throughout the Necklaces. Solix Verion are disciplined and meticulous. It is a point of pride for the creatures to keep a complete census of all populated worlds in their sector, including every creature in their biosphere, sentient or non-sentient, in their minds at all time. Every resource is catalogued and expertly exploited, no matter how minor.

Unwanted lifeforms are ‘variables’ in their perfect equation/garden, to be exterminated as quickly and decisively as possible. Unauthorized incursions into the Inner Necklace, whether that be a single wounded starship that strayed off course after a battle-gone-wrong, or an entire invasion fleet, are annihilated with equal force. Native-born mutants, ordinary insurgents and Lifespawn born outside of official breeding protocols are also ‘variables’ to be executed as soon as they are discovered. A Solix Verion’s legions are frighteningly efficient and single-minded, nearly robotic in their capacity for merciless slaughter. Often, they simply repeat the word ‘variable’, as the ultimate slur, as they carry out their assigned genocides.

Solix Verion are roughly man-sized hominids, shrunken and ancient. They carry the weight of uncounted millennia, and move with arthritic slowness. Despite their slender, spidery frames, they are prodigiously strong, and carry themselves with a proud, rigid carriage. They are creatures of nearly unimaginable privilege, wearing dark, anointed armor that costs more than most capitol warships. Though they display little emotion, a Solix Verion is among the proudest and most arrogant beings in the Multiverse. Even the merest insult, the most pathetic and fleeting resistance to the creature’s command can result in the offender being declared ‘variable’. And if a creature is ‘variable’, so are every living creature sharing a considerable portion of its DNA, which if the Solix Verion is particularly annoyed, might result in the extinction of entire ethnic enclaves.

SOLVE/SEEK – CR 1

Medium LN Outsider (extraplanar)
XP 400
Init +0 **Senses** Darkvision 60 ft, lowlight vision, Perception +1
Languages summoner or activator’s language

Defense
AC 12 **Touch** 10 **Flatfooted** 12 (+2 natural)
HP 2d10 hp (11 HP)
FORT +3 **REF** +1 **WILL** +4
Immune ability score damage and drain, negative energy effects, mind-affecting effects, poison
Vulnerability Electricity

Offense
Spd 30 ft
Melee +3 unarmed strike (1d4+1 bludgeoning, 20/x2)

Statistics
Str 12 **Dex** 11 **Con** 11 **Int** 12 **Wis** 12 **Cha** 11
Base Atk +2 **CMB** +3 **CMD** 13
Feats and Skills See Mission Specialization (below)

Ecology
Environment any
Organization solitary
Treasure incidental

SPECIAL ABILITIES

Mission Specialization (EX)
Quasi-real Solve/Seeks are designed for maximum flexibility. A Solve/Seek is automatically proficient with any weapon or armor it wields or wears. In addition, when summoned, the Solve/Seek is considered to have a total +12 modifier in a single skill of the summoner’s choice.

Murderous Rage (EX)
Solve/Seeks are summoned to solve a particular problem or perform a particular task and aren’t expected to stay in reality for longer than the few minutes or hours necessary to complete the mission. If a Solve/Seek is summoned to perform a skill task, each hour there is a cumulative 3% chance the Solve/Seek will enter a murderous rage. If the Solve/Seek is instead summoned to assist in combat, there is instead a cumulative 3% chance per round the Solve/Seek will enter murderous rage.

If a Solve/Seek’s mission is vague, poorly explained or impossible to complete in a short period of time, the Solve/Seek’s murderous rage percentage begins at 25% and increases from there.

Once a Solve/Seek enters a Murderous Rage, it cannot be brought back under control. In this state, it attempts to murder its summoner, known allies and then any other living creatures within range. While in a Murderous Rage, the Solve/Seek is treated as having a +5 base attack bonus and their unarmed strike attack line improves, and the creature gains the constrict special ability (1d8+1 bludgeoning).

- +6 unarmed strike (1d8+1 bludgeoning plus grab, 20x2)

NATURE

Solve/Seeks are a relic of an earlier Iteration, a kind of occult-tech search engine for a society that had completely mastered reality manipulation and matter creation. (They were probably a lot more reliable in those days.) Solve/Seeks can still be conjured by ancient terminals or single use summoning modules. Solve/Seeks are summoned for a particular (and invariably) short term mission, and though the creature can convincingly mimic sentience, it has no will or sense of self and does not have a true soul. A Solve/Seek will enthusiastically die to complete its task, and once the mission is complete, the Solve/Seek disintegrates into a fine, silvery dust.

Solve/Seeks pop into existence as a humanoid, bipedal figure made of solidified light. As an artificial being, the Solve/Seek has a host of immunities usually reserved for lifeless beings like undead or constructs, as it has no real, functional anatomy. Obviously unreal, a Solve/Seek resembles a luminous silver-blue cartoon sketched onto reality. Solve/Seeks maintain a maddingly chipper demeanor at all times, spouting off semi-coherent ad jingles about their advanced capabilities even when going on an murderous frustration-fueled rampage.

SPACE LORD – CR 17/MR 6

Bloodline – Senate

Medium LN or LE Humanoid (human, lawful, lifespawn, psionic)

XP 102,400

Init +7 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Lifesense 1 light year, Perception +32

Languages Celestial, Draconic, Galactic Common, Infernal, Psyren, *truespeech*

Aura Light of the Old Senate (60 ft or greater, allies gain +2 morale bonus on attack and damage rolls and Spell Resistance 25)

Defense

AC 31 **Touch** 19 **Flatfooted** 29 (+1 DEX, +1 dodge, +12 armor, +7 shield)

HP 26d8 +130 hp (338 HP)

Damage Reduction 10/mythic

FORT +13 **REF** +9 **WILL** +17

Resist Acid 10, Cold 10, Fire 10 **Spell Resistance** 23

Immune Pleasure, ability score damage/drain, fatigue, stunning, suffocation, radiation, vacuum (No Breath)

Weaknesses Lifecount 4, Cybernetic Security Risk -0

Offense

Spd 60 ft, Flight 425 ft (good)

Melee +31/+31/+26/+21/+16 keen particle katana (2d8+12 fire, 20/limb loss)

Ranged +21/+16/+11/+6 axiomatic force beam (3d6 force, 20/x2, 50 ft range increment)

Special Qualities Amazing Initiative, Hard to Kill, No Breath, Mythic Surge (15x/day, surge +1d8), Recuperation

Spell-Like Abilities (CL 26th Concentration +31)

At Will – hypnotism (W-DC 16)

5x/day – *quickened* military flight (figured into stat-block above)

3x/day – kinetic kill weapon (R-DC 23)

1x/day – charm monster (W-DC 20)

  - greater starship blaster
  - nuclear impact

Psi-Like Abilities (ML 26th Concentration +31)

At Will – adapt body

3x/day – immovability

1x/day – personal barred mind

  - suspend life
  - warp envelope

Statistics

Str 24 **Dex** 13 **Con** 20 **Int** 17 **Wis** 15 **Cha** 20
Base Atk +19 **CMB** +26 **CMD** 37
Feats Aligned Energy Blast, Alpha Engineer, Awakened Heritage (Senate), Awe Inspiring, Combat Expertise, Cosmic Maneuverability, Dodge, Guild Navigator, Hover, In Utero Optimization, Mobility, Particle Duelist, Particle Shield, Spring Attack, Superior Energy Blast, Unearthly Majesty, Whirlwind Attack
Skills Autohypnosis +19, Bluff +34, Computer Use +14, Craft (firearms) +38, Diplomacy +36, Heal +9, Knowledge (civics, the planes) both at +32, Knowledge (history) +35, Intimidate +34, Pilot +17, Perception +32, Perform (dance) +21
Gear *+5 keen particle katana of speed, +4 half plate*
Cybernetics
Headware – Onboard Computer +2, Attack Barrier +3, Targeting Optics +1, *ansible* communication link
Bodyware – Anti-Ballistic Dermal Weave

Ecology

Environment any
Organization accompanied by retinues of powerful NPCs, including ***Lifespawn Despots*** and similar creatures, leading truly vast armies and space armadas
Treasure beyond your wildest dreams

SPECIAL ABILITIES

Bred for Perfection (EX)
The Space Lord receives maximum Hit Points with each Hit Die.

Guild Navigator (Ps)
The Space Lord can attempt a DC 20 Computer Use check while aboard a starship equipped with any grade of Hyperdrive. If successful, the Space Lord increases the vessels' Drive rating by +1 for the duration of the voyage. This check requires 10 minutes.

Once per day, the Space Lord can manifest a *psychoportation* ability identical to Warp Envelope.

Light of the Old Senate (SU)
Once per day, the Space Lord can shroud himself with a heraldic aura, a holographic banner of their noble bloodline. Activating and maintaining this aura is a full round action. All allies who can see this aura gain a +2 holy bonus on melee attack and damage rolls as well as gaining Spell Resistance 25. This aura has an initial radius of 60 ft but expands by 5 ft preround it is maintained. This aura can be maintained indefinitely.

Mythic (EX)
The Space Lord is treated as a 6 Tier Mythic creature for determining how Mythic powers and abilities affect it. The Space Lord can use a Mythic Surge (+1d8) up to 15 times per day.

Particle Duelist (EX)
When the Space Lord scores a critical hit with his particle katana, special training with the weapon allows the Space Lord to either use the result as rolled or take the result one level higher or lower on the limb severance chart. This chart is found in *Technology Unleashed.*

NATURE

Space Lords are products of eugenic programs stretching back centuries. These imperious star commanders are products of human civilizations far older and more advanced than those on the backwater Earth. Space Lords are raised from birth to command vast legions, to conquer the galaxy from the bridge of a family starship, a vast armada at their backs. By the time a Space Lord is in their teens, they have led dozens of campaigns and are utterly convinced of their own superiority and their divine right to rule. Each Space Lord can trace his lineage back a thousand generations or more, by rote, down to one of the great houses of the Second Iteration's Senate.

Space Lords demand absolute obedience and only offer their enemies a single chance to surrender before annihilating them utterly. Their tactics are brilliant, but make no allowances for civilians caught in the crossfire. Their one weakness is a desire for glory bred into their superior DNA: a Space Lord will always accept a challenge from a worthy foe, even if pulling back and annihilating their rival with an orbital strike would be the smarter option. Space Lords are in constant communication with their forces via an ansible link built into their spinal column, and can call down reinforcements or an airstrike with a single word.

Space Lords are superbly educated, given a classic education that encompasses the arts, history, decorum and military strategy. Torture is an artform to be mastered, like any other, and Space Lords enjoy breaking the souls of particularly troublesome rivals after a battle. They are vain, boastful, and consider themselves romantic feudal lords whose domain encompasses dozens of solar systems. Each Space Lord represents the pinnacle of a powerful society with wide galactic reach and ambition. Space Lords are the most powerful members of their houses, and these creatures are common throughout the ***Necklaces*** as well as the wider galaxy.

SPOT WELDER – CR 3

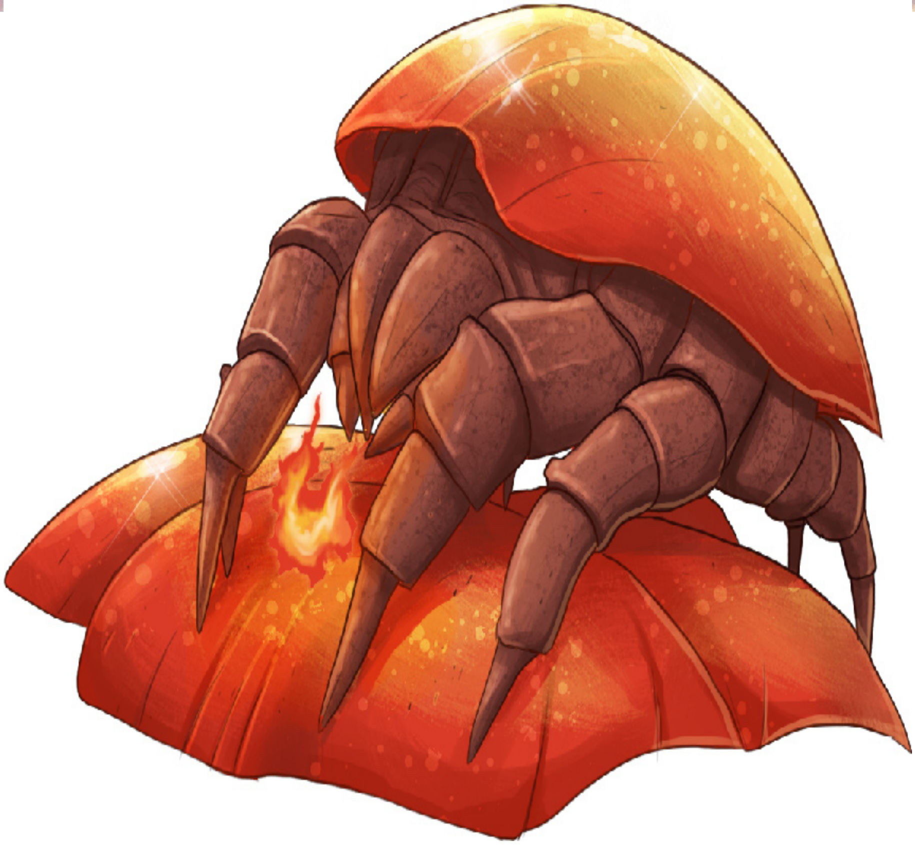
Small N Magical Beast (fire)
XP 800
Init +1 **Senses** Darkvision 120 ft, perceive unencrypted radio/television/wifi signals, Perception +
Languages Binary (cannot speak)

Defense
AC 17 **Touch** 13 **Flatfooted** 15 (+1 size, +1 DEX, +1 dodge, +4 natural)
HP 4d10 +8 hp (30 HP)
FORT +5 **REF** +5 **WILL** +3
Immune Cold, Fire, suffocation, radiation, vacuum
Resist Electricity 5

Offense
Spd 30 ft Climb 30 ft
Melee +5 welding bite (1d4 slashing plus 1d6 fire, 20/x2)
Special Qualities No Breath

Statistics
Str 11 **Dex** 13 **Con** 12 **Int** 6 **Wis** 15 **Cha** 9
Base Atk +4 **CMB** +3 **CMD** 14 (see text)
Feats Dodge, Run, Zero G Training^{B}
Skills Craft (mechanical) +5, Craft (structural) +5, Perception +6
Cybernetics
Headware **–** onboard computer (nanotech)

Ecology
Environment urban and space
Organization solitary, trio or in swarms up to 200-300 if assigned to a particular starship
Treasure



SPECIAL ABILITIES

Mag-Claws (EX)
The Spot Welder's claws include small electro-magnetic organs that function identically to the mag-boots found in most space suits. The Spot Welder's Climb speed only applies when moving across metallic surfaces.

The powerful magnetic adhesion means the Spot Welder cannot be tripped, bullrushed or repositioned when it is travelling across a metal surface.

NATURE

Spot Welders are a genetically engineered arthropod species designed to work in symbiosis with hard-tech starship damage control and hull-repair crews. Spot Welders are designed for superior intelligence and feature custom-grown neuro-wear that allows the insectoid creatures to communicate over standard wireless frequencies and perform extremely involved repairs. Vast swarms of Spot Welders are kept in depressurized 'hutches' on the hull of both military-grade and commercial starships, released to patch damaged hull sections and perform routine maintenance. A Spot Welder swarm can perform with the same efficiency as more conventional damage control crews or repair mecha, at a fraction of the cost.

Spot Welder bio-tech is ancient, proven technology, traded freely amongst spacefaring races. The technology behind the engineered bugs is so ancient nobody's sure which species first bred them, farther compounded by the fact Spot Welders have been independently discovered on multiple occasions.

Spot Welders are dog-sized arthropods capable of generating a short-range plasma torch that emits from a tiny vent between their dexterous mandibles. The creatures have smooth, streamlined shells with few rough edges to snag when operating in zero-G. Using their mandibles in conjunction with their eight, highly flexible limbs, Spot Welders are capable of precision manipulation and even limited tool use. They can turn a wrench or work together to open hatches, and have high-level, problem solving intelligence. Phenomenal mechanical skill is genetically encoded in their wetware.

STARLET – CR 1

Bloodline – Mother or Nemesis; varies among individual tribes
Medium CN Monstrous Humanoid (human, lifespawn)
XP 400
Init +2 **Senses** Darkvision 90 ft, Lowlight vision, scent, Lifesense 1 mile, Perception +0
Aura Aphrodisiac Stench (60 ft, F-DC 12, 10 rounds, see text)

Defense
AC 14 **Touch** 13 **Flatfooted** 11 (+2 DEX, +1 dodge, +1 natural)
HP 2d8 +2 hp (11 HP)
Fast Healing 1 (acid, fire)
FORT +4 **REF** +5 **WILL** +0
Weakness Nocturnal, Lifecount 1

Offense
Spd 40 ft
Melee two +4 claws (1d4+2 slashing, 19-20/x2)
Special Attacks rake (two claws, 1d4+2 slashing)
Sneak Attack +1d6

Statistics
Str 15 **Dex** 15 **Con** 13 **Int** 1 **Wis** 10 **Cha** 19
Base Atk +2 **CMB** +4 **CMD** 16
Feats Power Attack, Run
Skills Stealth +6, Survival +4

Ecology
Environment warm plains and forests
Organization solitary, gang of 3d6 or tribes of 3d6 x10 adults, and 150% juveniles, where game is plentiful
Treasure incidental

SPECIAL ABILITIES

Aphrodisiac Stench (EX)
The Starlet is surrounded by a cloud of neuro-toxic pheromones that induce uncontrollable lust. This ability functions much like Stench, save that sickening the target, affected targets partially disrobe and engage in sexual activity with the nearest living creature of the same type. If no viable partners are nearby, the target masturbates. During this time, creatures are *helpless*.

A target affected by an Aphrodisiac Stench may attempt an additional DC 8 WILL Save to overcome the effect if they would be compelled into sexual activity that would normally morally repulse them, such as rape, incest or sex with an underage creature. Doing so ends the effect for the affected character.

If a creature affected by Aphrodisiac Stench takes damage, the effect ends.

NATURE

Starlets are dangerous and extremely primitive hominids common on untamed worlds with mostly Earth-like climate. Starlets are barely sentient, and operate primarily on instinct. They are hunters and scavengers whose bodies radiate potent, pungent pheromones that completely bypass higher brain functions and induce all-consuming lust. Starlets wait until their targets are distracted by rutting, before closing in to sever their jugular with a decisive slice of their talons. Starlets are mostly nocturnal, and flee from noise and light, but if their dark perfume affects armed and armored humanoids, the Starlets will move in for their kill when their opponents are at their most vulnerable.

Starlets resemble extremely primitive hominids. Their bodies are attractive and relatively pale due to their nocturnal lifestyle, but hard as leather and well inured to a moderate climate. The creatures have no real culture of their own, and cannot produce tools, clothes or weapons, and communicate only in grunts, chirps and moans. The creatures are nude at all times, their long, untamed manes hiding the fact their skull is pathetically small compared to *homo sapiens* and has a tiny brain volume. A few Starlets might wear simple braids, indicating they are especially fit and capable hunters with a high place in their tribe.

STARSISTER – CR 10

Medium CN Outsider (electrical, elemental, fire, native)
XP 9,600
Init +10 **Senses** Darkvision 1,500 ft, sensors equal to a Advanced Long Range Sensors, perceive unencrypted wifi, radio, television signals, Perception +0
Languages Ignan

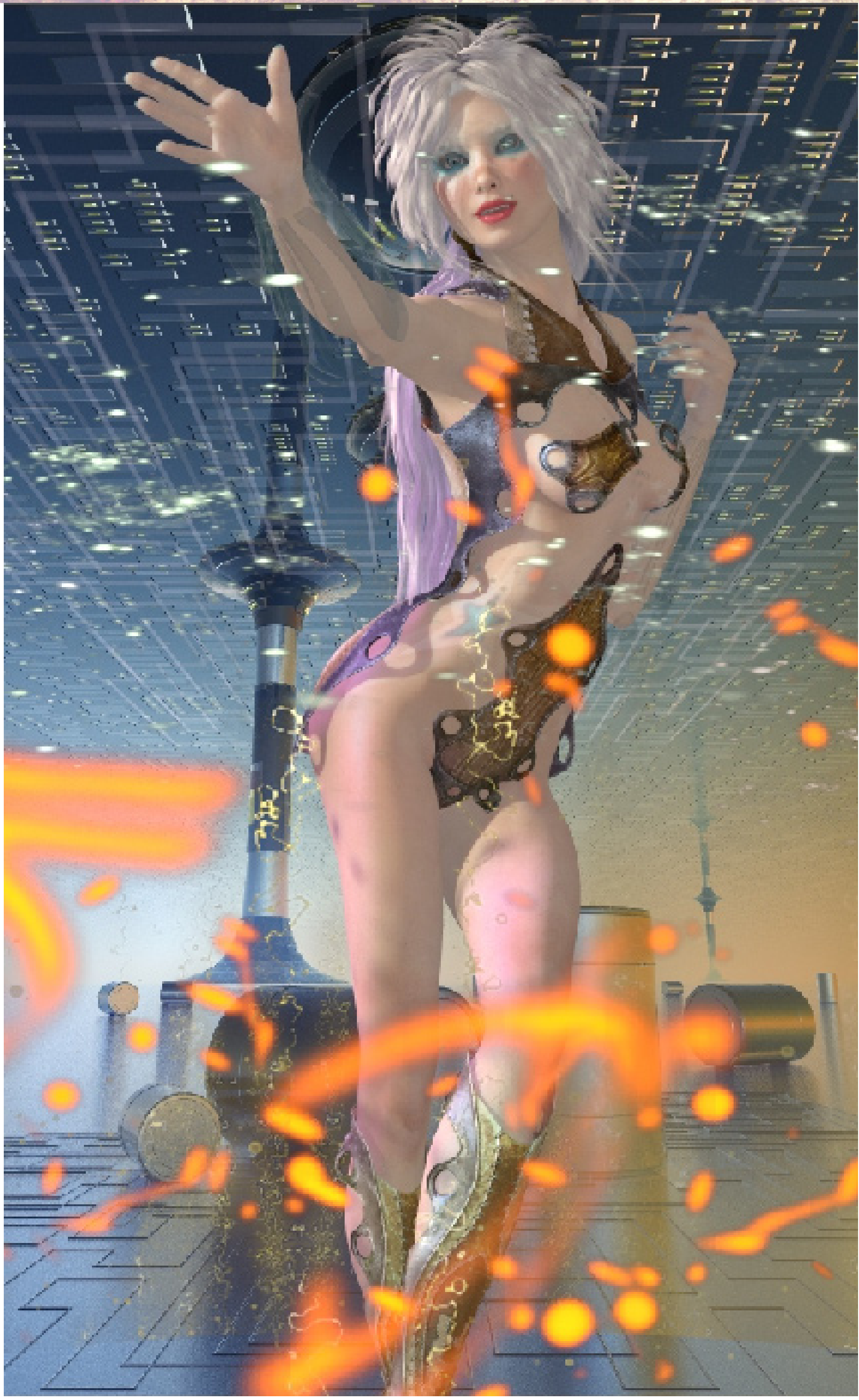
Defense
AC 26 **Touch** 26 **Flatfooted** 15 (+10 DEX, +1 dodge, +5 deflection)
HP 13d10 + 13 hp (85 HP)
FORT +5 **REF** +18 **WILL** +8
Immune Cold, Electricity, Fire, Paralysis, Suffocation, Radiation, Vacuum
Vulnerable Pleasure

Offense
Spd 30 ft Flight 90 ft (average) Zero G Flight 2,500 ft
Melee two +14 slams (1d8+1 fire plus EMP, 20/x2)
Ranged two +23 starbolts (2d8 fire plus EMP, 20/x3, 500 ft range increment)
Special Attacks Petite Nova
Special Qualities Intense Heat, Greater Starflight, No Breath

Spell-Like Abilities (CL 13th Concentration +18)
3x/day – Haste (self only), Fireball (R-DC 18)
1x/day – Meteor Swarm (R-DC 24)

Statistics
Str 14 **Dex** 31 **Con** 13 **Int** 12 **Wis** 11 **Cha** 21
Base Atk +13 **CMB** 24 **CMD** 34
Feats Agile Maneuvers, Dodge, Lightning Stance, Mobility, Point Blank Shot, Shot on the Run, Wind Stance
Skills Acrobatics +26, Fly +34, Knowledge (arcana, physics) both +25, Knowledge (the planes) +17, Perform (dance) +21, Survival +17 (racial modifiers: +8 Knowledge (arcana, physics), +8 Fly)

Ecology
Environment deep space
Organization usually solitary
Treasure incidental



SPECIAL ABILITIES

Electromagnetic Pulse (EX)
The Starsister's touch crackles with unleashed electromagnetism. Any high tech devices carried by a creature struck by the Starsister's slam attack or star bolt must succeed at a DC 22 FORT Save or suffer 3d6 electrical damage. Creatures with cybernetic implants, as well as robotic characters, such as Battlechangers, Erobots, Star Droids, cyborgs and other robotic adventurers must also make this save or they themselves suffer 3d6 electrical damage.

Intense Heat (EX)
Any creature attacking the Starsister with an unarmed strike or natural weapon suffers 1d10 points of fire damage on a successful hit.

Lightning Stance (EX)
If the Starsister takes two actions to move or a withdraw action in a turn, she gains 20% concealment for one round.

Petite Nova (SU)
Once per day, the Starsister can erupt in a spectacular, blinding flash, like a star going nova. All creatures and objects within 60 ft suffer 7d6 Fire damage (REF DC 22 half), and all sighted creatures within 120 ft who can clearly see the Starsister must succeed at a DC 22 FORT Save or be permanently *blinded*. All electronic devices within a 5-mile radius of the Starsister when she uses this power crash and reboot, and electronic communication within this radius becomes impossible for 1d6 minutes.

NATURE

Starsisters are playful, elemental sylphs of living stellar plasma. They are young stars, traveling the cosmos and gathering memories and experience. One day, a billion years hence, they will find a sector of deep space where the gravity well and background radiation is suitable and crack the magnetic bottle that gives them their faux human shape. Then, they will become an adult star, and begin gathering a solar system to themselves. Until then, Starsisters play.

Starsisters are dangerously impulsive and hedonistic.

They have only the dimmest understanding that the multitude of fleshy beings that share the universe with them are sentient too. If a Starsister grows close to a particular mortal (and they have an affinity for engineers and physicists) they can be kind to that mortal, even solicitous. However, this care and concern doesn't extend to the mortals around their 'friend', and their antics can still put lives at risk.

Starsisters superficially resemble humanoids, with a somewhat feminine silhouette. They have semi-tangible bodies of stellar plasma contained within intense electromagnetic fields that act as both skin and skeleton. Their natural electromagnetic shells contain much of their stellar heat, but a Starsister's body is still hot enough to burn with even the briefest touch. Many adopt humanoid clothing styles, out of blind imitation rather than necessity, weaving dresses or toga-like robes out of metallic fibers.

STEEL HAWK – CR 1

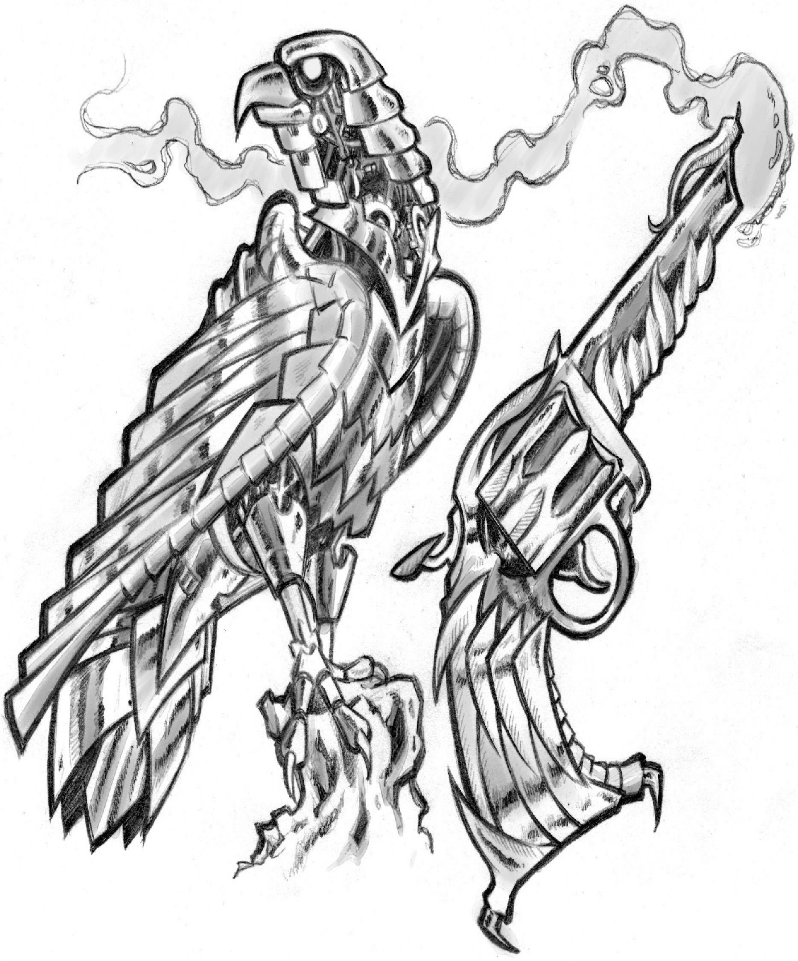
Small N Magical Beast (Battlechanger)
XP 400
Init **Senses** Darkvision 1,000 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +9
Languages Tech-TY

Defense
AC 19 **Touch** 15 **Flatfooted** 15 (+1 size, +1 dodge, +3 DEX, +4 natural)
HP 2d10 + 2 hp (13 HP)
FORT +4 **REF** +6 **WILL** +1
Immune Suffocation, Radiation

Offense
Spd 20 ft Flight 60 ft (good)
Melee two +3 talons (1d4 slashing, 19-20/x2)
Ranged +6 eye-lasers (2d6 fire, 20/x2, 50 ft range increment)
Special Qualities No Breath, Unhealing

Statistics
Str 10 **Dex** 17 **Con** 12 **Int** 4**Wis** 12 **Cha** 5
Base Atk +2 **CMB** +1 **CMD** 14
Feats Dodge, Hover^{B}
Skills Fly +14, Perception +9, Stealth +9 (racial modifiers: +8 Fly, +4 Perception, +2 Stealth)

Ecology
Environment any
Organization solitary or mated pair (small chance of young)
Treasure incidental



SPECIAL ABILITIES

Best Attack (EX)
While wielded by an ally in its alt-mode, both the user and the Steel Hawk make a ranged attack roll and take the better result.

Fuelon Scavenger (EX)
As a full round action, the Steel Hawk can scavenge the remains of a Battlechanger slain within the previous 24 hours. Doing so allows it to recover 1d6 HP.

Alt-Mode

A Steel Hawk change from alt-mode to robotic raptor mode as a move equivalent action that never provokes attacks of opportunity. When in Alt-Mode, the Steel Hawk functions as a masterwork quality Spacer's Blaster.

The Steel Hawk uses parts compression and limited grav-manipulation to assume a pistol form. In this form, the Steel Hawk can instinctively resize itself to be wielded by creatures of any size.

Animal Companion Info

Battlechanger characters may choose a Steel Hawk as an animal companion, as may other mechanical races with gamemaster approval.

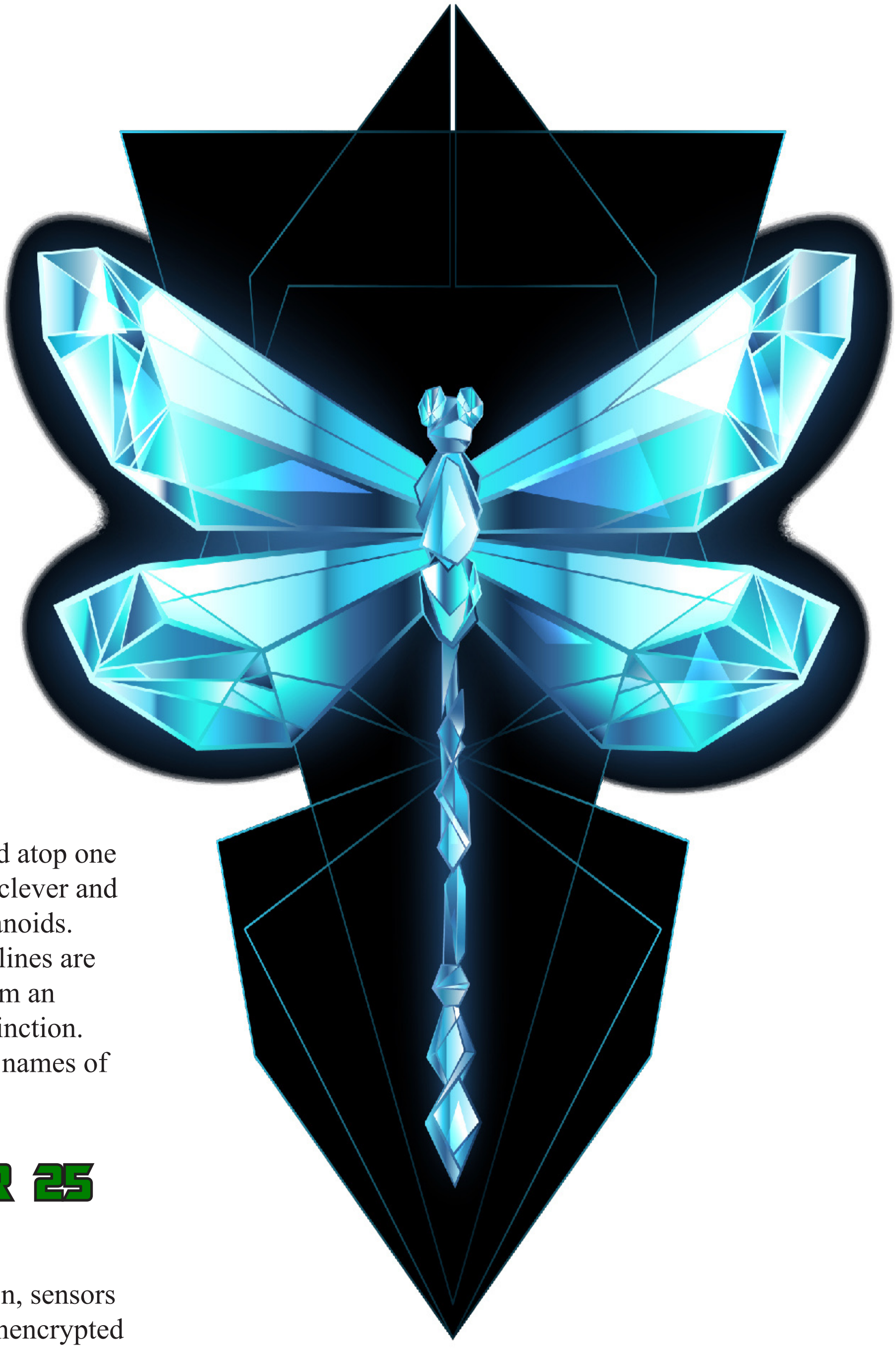
Fourth Level Advancements

- DEX +4
- Flight Speed improves to 80 ft (good)
- Alt-Mode is treated as a *+1 Spacer's Blaster*

NATURE

Steel Hawks are a common predator on a dozen bio-mechanical worlds throughout the Steel Sector. Over millions of years the Battlechanger race has domesticated these fearsome, nearly silent chrome and titanium fliers. The avian's natural mechanical camouflage modes were meticulously bred to assume a unique utility form: a military pistol that uses the same lasing system evolved in the raptor's keen optics.

Battlechangers across the multiverse might be found with a beloved Steel Hawk partner perched atop one massive steel shoulder. These robotic avians are clever and efficient hunters, who feed on smaller bio-mechanoids. As with Earth's hunting birds, Steel Hawk bloodlines are highly specialized, and ownership of a raptor from an especially prestigious bloodline is a mark of distinction. Domesticated Steel Hawks are usually given the names of great and terrible weapons.



STELLAR INSECT – CR 25

Colossal N Vermin (fire, kaiju)

XP 1,640,000

Init +0 **Senses** Darkvision 1 mile, lowlight vision, sensors equal to Budget Long Range sensors, perceive unencrypted radio/television and wifi signals, Perception +8

Aura Gravity Lock (1 mile or 10 hexes, cannot enter hyperspace)

Defense

AC 24 **Touch** 2 **Flatfooted** 24 (-8 size, +22 natural)

HP 28d8 +392 hp (518 HP)

Fast Healing 30

FORT +30 **REF** +9 **WILL** +11

Resist Acid 30, Electricity 30, Fire 30, Negative Energy 30, Sonic 30

Immune Cold, Force, Pleasure, poison, disease, mind-affecting abilities

Offense

Spd Flight 4,000 ft in zero gravity (or 10 hexes), cannot fly in an atmosphere, effective Hyperdrive Rating 2

Melee two +40 slams (4d10+20 bludgeoning, 20/x3) and +40 bite (4d10+10 slashing, 20/x3 plus swallow whole)

Ranged two +20 force lances (5d10 force, 20/x4, 1 mile range increment)

Special Attacks Force Beam Breath Weapon (usable every 1d4 rounds; 10 mile line, 20d10 force, R-DC 31 half), Hurl Foe, Swallow Whole (4d10+10 slashing plus 2d10 force, AC 21, 50 HP)

Special Qualities Ferocity, Greater Starflight, Massive, No Breath, Recovery

Statistics

Str 50 **Dex** 11 **Con** 38 **Int** – **Wis** 14 **Cha** 6
Base Atk +28 **CMB** +56 **CMD** 66 (cannot be tripped)
Feats Fly-By Attack^{B}

Ecology

Environment native to deep space and Hyperspace, cannot survive in planetary atmospheres
Organization usually solitary; mates only every few million years
Treasure none

SPECIAL ABILITIES

Gravity Lock Aura (SU)
The Stellar Insect radiates an intense field of gravity distortions that prevent starships from entering Hyperspace within 1 mile or 10 space hexes of the Stellar Insect. This effect functions identically to *dimensional anchor* with respect to creatures that can enter Hyperspace via spells, powers or other intrinsic abilities.

Starships travelling in Hyperspace when and if they pass within range of a Stellar Insect must succeed at a DC Pilot check or drop out of Hyperspace and into real space. Success indicates the starship remains in Hyperspace, though passengers notice a massive turbulence as they pass the monstrosity.

Harrier (EX)
The Stellar Insect can enter or exit Hyperspace at will as part of a move-action.

NATURE

Stellar Insects are insect-like superpredators that glow like neon and are as massive as most capitol starships. Stellar Insects are beautiful from a distance: viewed through advanced optics, out of their maximum flight range, aboard a well-armed, and very fast starship. Up close, aboard a starship that's been paralyzed by their gravity field, they are terrifying and lethal. Stellar Insects feed primarily on cosmic radiations and the solar wind, but are active hunters. They have no interest in human-scale prey, barely even noticing such tiny creatures, but are attracted to the radiation signatures of starships and stations. Stellar Insects rip apart the vessel to feed on the radioactives and volatile chemicals aboard.

When the motion and energy signature of a vessel captures its attention, the Stellar Insect rushes to attack, swooping down at high percentages of light speed during the final approach. Only the fastest and slipperiest starships can escape a Stellar Insect. Fighting the creatures is difficult, but not impossible, as Stellar Insects are cowardly predators. If seriously injured, they typically retreat back into Hyperspace, choosing easier prey rather than wasting energy against a high-risk opponent. That gives military starships a chance to survive, but small civilian crafts are usually shredded to hull-metal shavings before the massive Stellar Insect even notices their counter attack.

STRAFE – CR 2

Bloodline – Genesis
Medium N Construct (Battlechanger, lifespawn)
XP 600
Init +1 **Senses** Lowlight vision, Darkvision 120 ft, Lifesense 1 mile, perceive unencrypted radio/television/wifi signals, Perception +6

Defense

AC 16 **Touch** 11 **Flatfooted** 15 (+1 DEX, +5 natural)
HP 3d10+20 hp (37 HP)
FORT +1 **REF** +2 **WILL** +3
Immune construct immunities
Vulnerable Electricity
Weaknesses Lifecount 1

Offense

Spd 50 ft Flight (average) 500 ft Space Flight (perfect)
Ranged two +4 pulse-rifles (2d6 force, 20/x3, 50 ft range increment)
Special Qualities Nanotech Mitosis, Starflight

Statistics

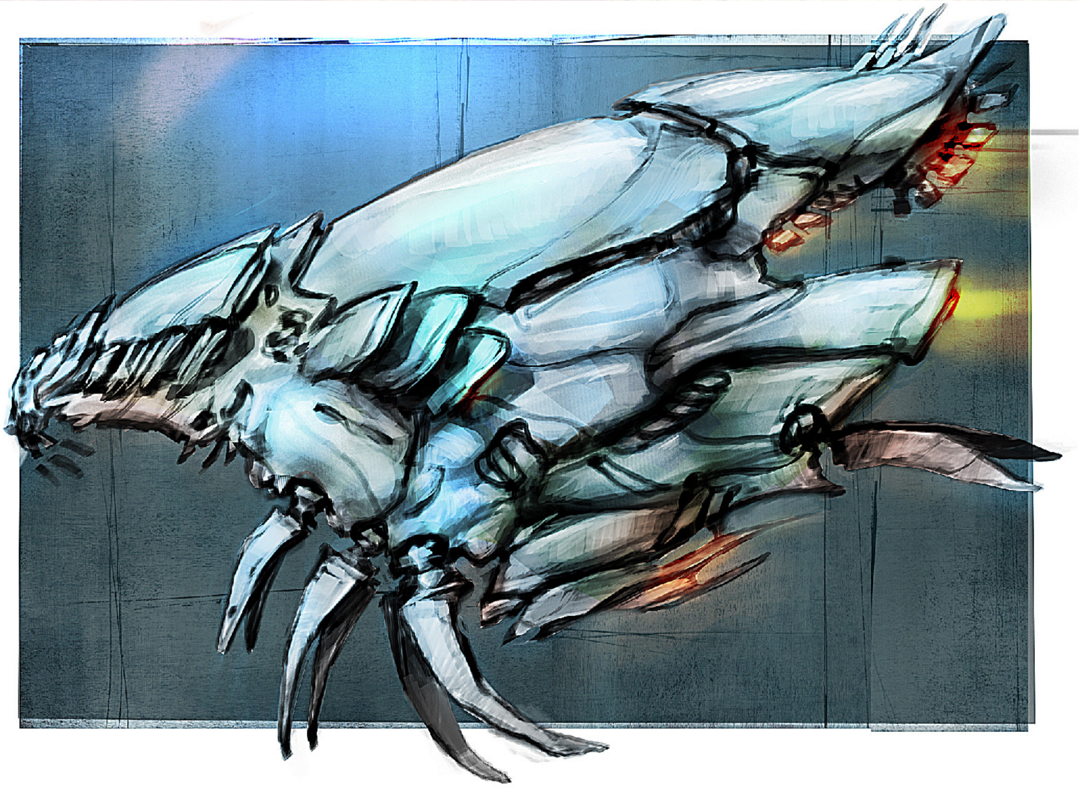
Str 14 **Dex** 12 **Con** - **Int** 1 **Wis** 15 **Cha** 5
Base Atk +3 **CMB** +5 **CMD** 16
Feats Fly-By Attack, Hover^{B}, Point Blank Shot
Skills Fly +9, Perception +6, Stealth +5
(racial modifiers: +4 Fly)

Ecology

Environment any urban or ruins
Organization solitary, flight (3-5 adults) or string (1 adult plus 3d6 Strafes with the Young simple template added)
Treasure incidental

SPECIAL ABILITIES

Nanotech Mitosis (EX)
The Strafe has a functioning, bio-mechanical metabolism. If the Strafe is damaged, it can rest amongst at least a Medium mass of non-magical metal and plastic, weighing at least 50-100 lbs; each hour spent resting this way consumes the inorganic mass and restores 1d10 HP to the Strafe. The Strafe can gain up to 40 Temporary HP in this manner, which fade in one day, or when the Strafe uses these HP to reproduce.



Healthy Strafe reproduce via *nanotech mitosis*. As a full round action, the Strafe can bud off a single Strafe with the Young simple template by sacrificing 20 of its Temporary Hit Points. The Strafe must be at full HP to reproduce. This newly created Strafe is considered friendly to the elder Strafe, which is effectively its parent. It reaches maturity within a year, if it survives. A young Strafe cannot reproduce in this manner.

NATURE

Strafe are common, widely-dispersed species of bio-mechanical avians. Strafe can be found on myriad worlds, including most settled worlds in the ***Steel Sector***. Strafe possess the instincts of hunting falcons and forms resembling well-armed drones with hyper-articulated, flexible control surfaces. Strafe express emotion by flaring, flapping and stretching their control surfaces, or elevating and twitching their pulse rifles. They emit high-frequency chirps both on audible and high EM frequencies, occasionally incorporating random snatches of song or music into their calls. Most mass out at about 350-400 lbs, though Strafe fly as nimbly as any sparrow.

Strafe exist only to reproduce, using their natural budding capability to produce new, drone-like chicks seasonally. Reproductive success is tied to hunting skill, and as a result, the most successful Strafe have the largest and healthiest ‘strings’ of chicks, which in turn help their parent hunt until reaching maturity themselves. Success breeds success- unsuccessful Strafes don’t survive long enough to reproduce. Strafe are always singular parents, as their species does not reproduce sexually.

Strafe are not above scavenging junkyards, crashed aircraft and other mechanical detritus, but they prefer to bring down ‘fresh prey’. Strafe prey on flying technology almost exclusively, easily downing drones, flight-capable cyborgs and powered armor, and even ultra-light aircraft.

NON STANDARD

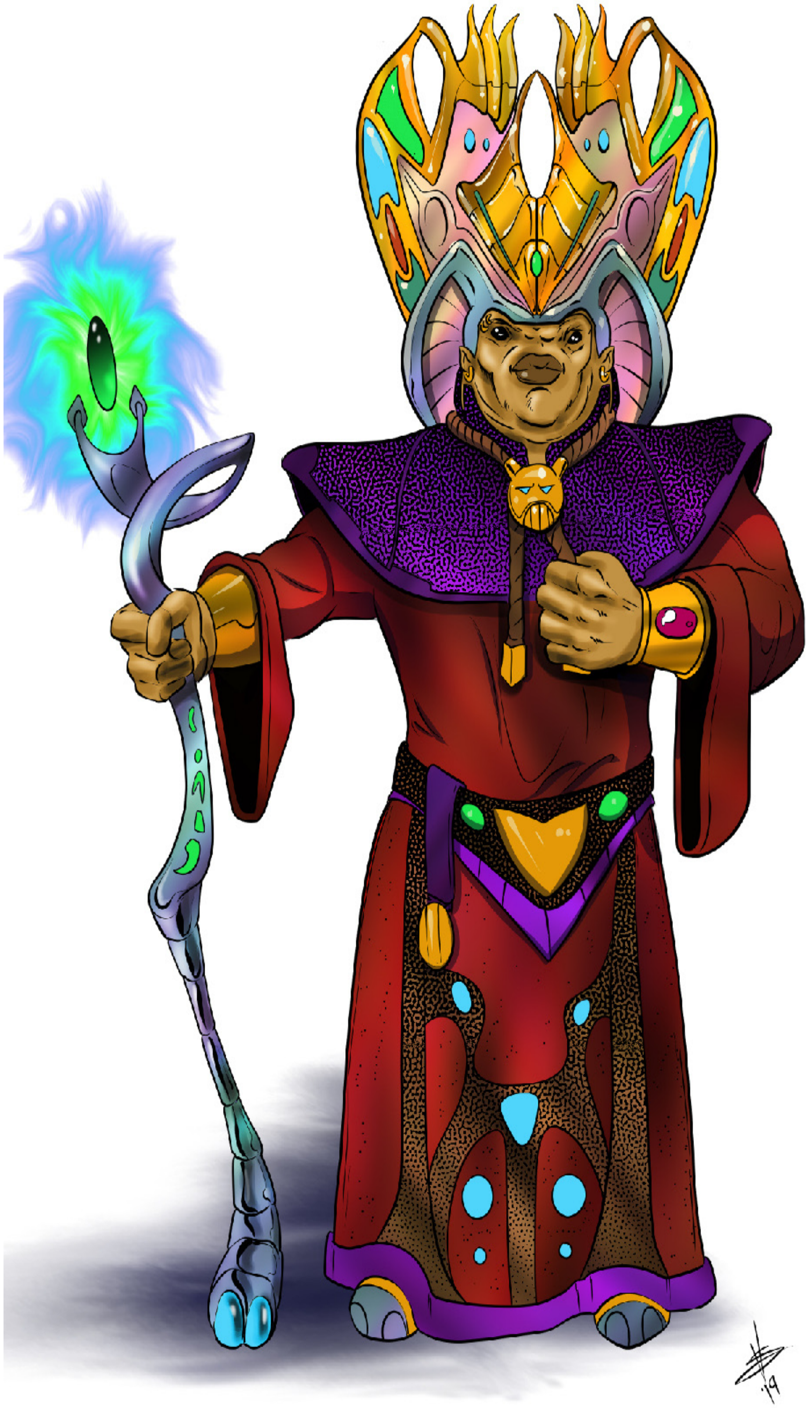
Unlike many other sci-fi settings, the *Otherverse America Campaign Setting* does not use a single ‘standard’ or Common tongue. Instead galactic travelers make do with whatever languages they know personally or have loaded into their palmtop computers.

The most common galactic language is Stonecutter. This powerful alien empire is the dominant mercantile and political power in the Milky Way, and their language has become the de-facto tongue of commerce and interstellar aviation. Most pilots, regardless of species, use Stonecutter to communicate with planet-side flight control.

Within Earth’s solar system, English remains the language of aviation, though Chinese and Spanish are growing in popularity as their parent cultures move into near-Earth space. Arabic and Farsi are extremely common, especially in the Muslim dominated asteroid mining industry. Anyone working out in the Belt is expected to be able to speak at least one of these languages, and better both.

STONECUTTER MERCANTILE LORD CR 5

Large LG Monstrous Humanoid (Stonecutter)
Aristocrat 5, Paladin 2
XP 1,600
Init -1 **Senses** Perception +4
Languages Celestial, Stonecutter, 1-2 other galactic languages of choice
Aura Aura of Good (2nd level Paladin)



Defense
AC 17 **Touch** 8 **Flatfooted** 17 (-1 size, -1 DEX, +7 armor)
HP 5d8 + 2d10 + 14 hp (51 HP)
Damage Reduction 10/magic against Bludgeoning Damage only
FORT +7 (+11 vs environmental heat or thirst)
REF +1 **WILL** +10
Immune Radiation, suffocation, vacuum (spacesuit)
Chance to Negate Critical Hit 25% (armor)

Offense
Spd 30 ft
Melee +8 unarmed strike (1d8+4 bludgeoning, 20/x2)
Ranged +5 gyroc rifle (2d8 ballistic, 20/x3, 110 ft range increment, semi auto, 30 round box)
Lay On Hands 1d6 hp/two times daily
Special Qualities Smite Evil (1x/day), No Breath (space suit)
Spell-Like Abilities (CL 1st Concentration +3)
At Will – Detect Evil

Statistics
Str 18 **Dex** 8 **Con** 15 **Int** 15 **Wis** 14 **Cha** 13
Base Atk +5 **CMB** +10 **CMD** 19
Feats Alertness, Far Shot, Skill Focus (diplomacy)
Skills Appraise +12, Bluff +5, Diplomacy +17, Knowledge (local, religion) both at +14, Profession (trader) +12, Sense Motive +12 (racial modifiers:+2 both Knowledge skills)
Gear +1 gyroc rifle and 4x spare clips, +2 glammered Advanced Spacesuit of light fortification, laptop computer (upgraded +3), specialized sensor (xeno-comp), dater, appraiser's kit, other misc. gear

Ecology
Environment any (usually urban or deep space)
Organization often accompanied by 1d4+1 junior merchants/aides (Stonecutter Aristocrat or Expert 3) or other body guards
Treasure double standard (including gear)

SPECIAL ABILITIES

Gyroc Rifle (EX)
When making a single shot as a full round action, the Stonecutter Mercantile Lord negates the bonus to provided to the target's Armor Class by having *cover* and reduces the bonus for *improved cover* by half, thanks to the weapon's guidance system.

Muscular Control (EX)
The Stonecutter Mercantile Lord can use his extraordinary muscular control to shape his hands and forearms into an improvised tool kit as a full round action.

Smite Evil (SU)
Once per day, the Stonecutter Mercantile Lord can call out to the powers of good to aid her in his struggle against evil. As a swift action, the Stonecutter Mercantile Lord chooses one target within sight to smite. If the target is evil, the Stonecutter Mercantile Lord CHA bonus (+1) to attack rolls and her paladin level (+2) to all damage rolls made against the target of her smite.

If the target of the smite is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 12 points. Regardless of the target, smite evil attacks automatically bypass any DR the creature may possess.

In addition, while smite evil is in effect, the Stonecutter Mercantile Lord gains a +3 deflection bonus to AC against attacks made by the target of the smite. If the paladin targets a creature that is not evil, the smite is wasted with no effect. The smite evil effect remains until the target of the smite is dead or the next time the Stonecutter Mercantile Lord rests and regains her uses of this ability.

NATURE

The Stonecutter Mercantile Sphere stretches from one end of the galaxy to another, and though they politely fail to mention such to their clients and customers, from one multiversal reality to the other. Products of an unimaginably wealthy, powerful and ancient culture, Stonecutter free traders are known as honest, savvy merchants and technologists without equal. The race will hold to the letter of any contract they enter into, and if the customers are polite, most Stonecutters will hold to the spirit of the contract as well. The species has a close allegiance with humanity- though Earth is not officially a Stonecutter 'client state', humans are known galaxy wide to be under Stonecutter protection. The Stonecutters are fascinated by human culture, accomplishments and the emergent human science of Object Philosophies.

Stonecutters are large, physically powerful bipeds, standing nearly nine feet tall and weighing more than any five humans in full battle dress. Their thick, elephantine hides are painted in desert hues: dingy yellows, ambers, brown, burnt sienna and other earthy colors are common. The species has wide, fat lips, and small, beady ebony eyes, giving them a some what piscine appearance. Males have thicker, more helmet-like cranial crests than the females, the sole gender signifier between the species. To human eyes, the cat-fish faced, well dressed giant merchants are monotonous alike, both male and female.

Stonecutter culture is post-scarcity and expansionistic. They control thousands of worlds and offer client-state protection and trade assistance to millions of others, across at least four different reality-lines. They prefer to rule by trade- by economic superiority rather than military force. They would rather buy out a world or contract for a species-wide indenture than send in a fleet of warships. The Stonecutter race in general, and this Stonecutter Mercantile Lord in particular, has many allies in many ports of call.

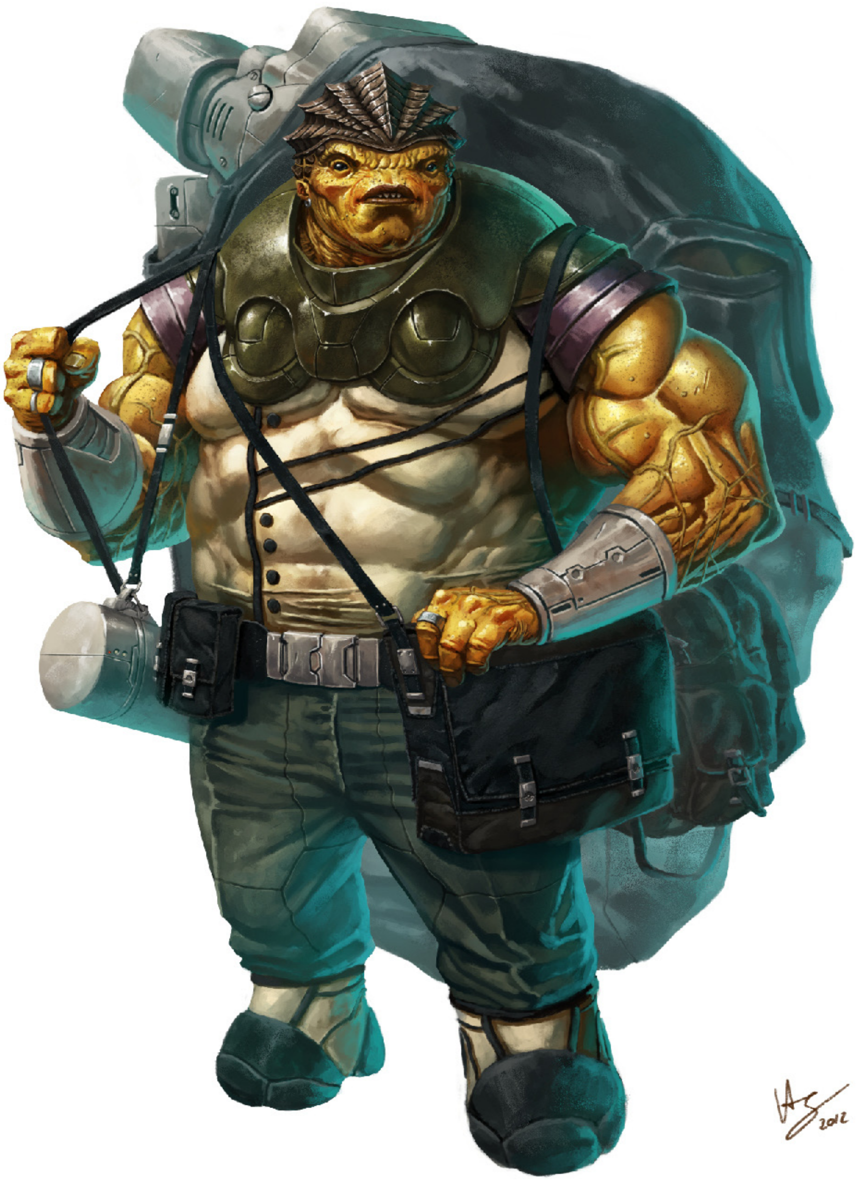
This specific Mercantile Lord has heard the call to protect trade, enforce universal law and serve the cause of justice. He is scrupulously honest in all his dealings, and expects the junior members of his trading coster to be likewise. He enjoys debating theology, the more alien the better. The Mercantile Lord worships a native, henotheistic faith he refers to as *The Always:* this faith embraces the new, incorporating new deities, traditions and signifies around an unchanging, central core of belief. This merchant paladin might be found at any out of the way space station or orbital habitat, either spreading his faith or inking some deal or another, or perhaps just enjoying some quiet debate over a small snifter of fine Stonecutter whiskey.

STONECUTTER PROTECTOR – CR 7

Large LN Monstrous Humanoid (Stonecutter) Monk 8
XP 3,200
Init +2 **Senses** Perception +15
Languages Stonecutter

Defense
AC 14 **Touch** 13 **Flatfooted** 12 (-1 size, +2 DEX, +1 armor, +2 class)
HP 8d8 + 16 hp (56 HP)
FORT +8 (+12 vs environmental heat and thirst)
REF +8 **WILL** +10 (+12 vs enchantment)
Defensive Abilities Evasion, Purity of Body, Slow Fall 40 ft, Still Mind
Immune disease

Offense
Spd 50 ft
Melee +9 unarmed strike (2d8+4 bludgeoning, 20/x2)
Flurry of Blows +9/+9/+4/+4 unarmed strike (2d8+4 bludgeoning, 20/x2)
Special Attacks Stunning Fist (F-DC 18)**,** Ki Strike (magic, cold iron/silver)
Special Qualities High Jump, Ki Pool (magic, cold iron/silver, wholness of body, 8 points) Maneuver Training



Statistics
Str 19 **Dex** 14 **Con** 15 **Int** 11 **Wis** 18 **Cha** 12
Base Atk +6 **CMB** +13 (+15 disarm/grapple) **CMD** 23
Feats Improved Disarm, Improved Grapple, Gorgon's Fist, Greater Disarm, Power Attack, Scorpion Style
Skills Acrobatics +13, Climb +15, Knowledge (history) +11, Perception +15
Gear Second Skin, palmtop computer

Ecology
Environment any urban
Organization usually accompanying a Stonecutter Mercantile Lord or other Stonecutter dignitaries, alone or in groups of 2-5
Treasure standard (including gear)

SPECIAL ABILITIES

Superior Muscular Control (EX)
The Stonecutter Protector can use his extraordinary muscular control to shape his hands and forearms into an improvised tool kit as a full round action.

Normally, the Stonecutter Protector's unarmed strikes inflict bludgeoning damage; he may change this to either piercing or slashing damage by reconfiguring his forearms and hands as a full round action. This change remains until the Stonecutter Protector wills his hands and forearms into a new configuration.

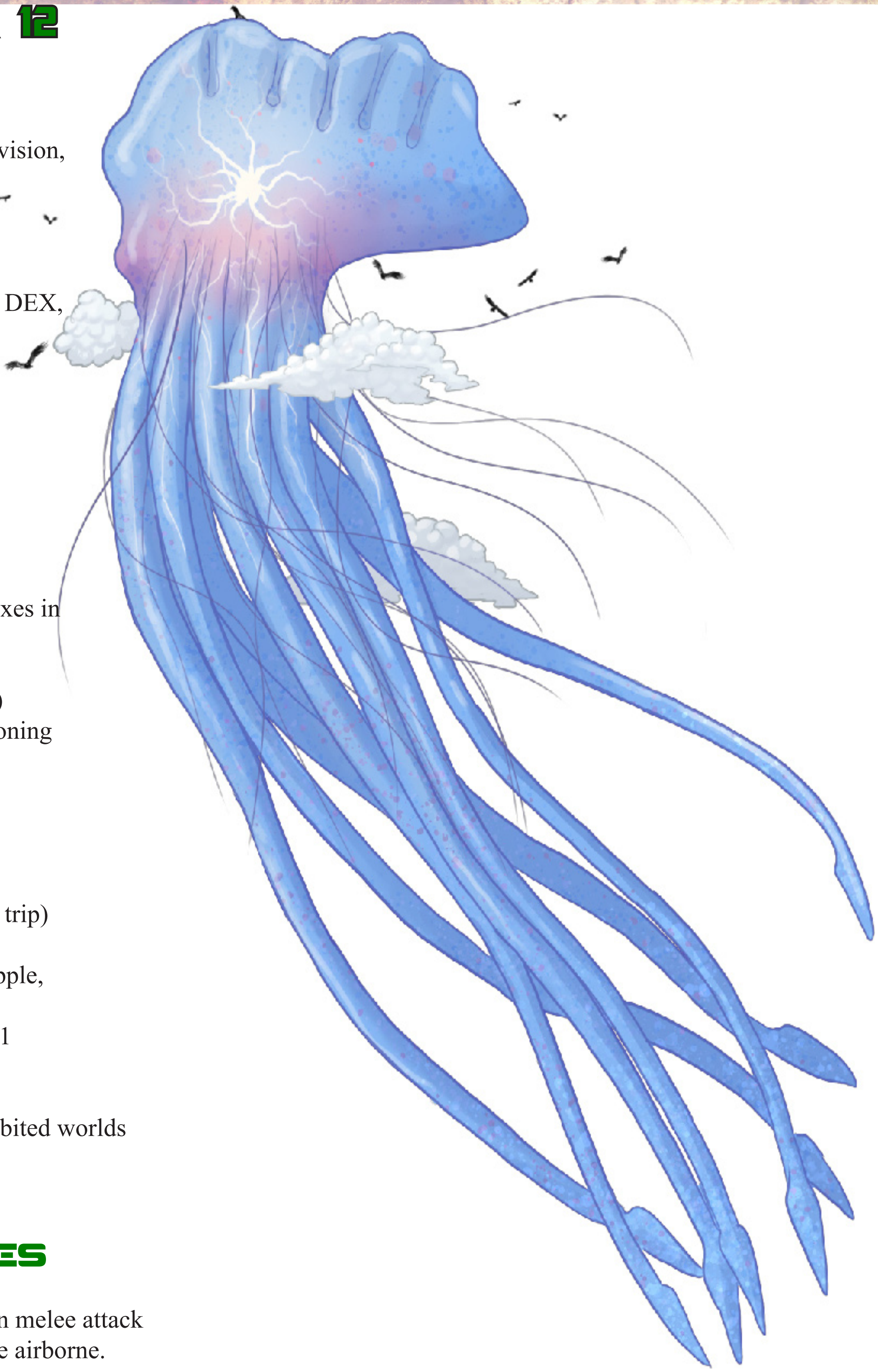
NATURE

The Stonecutters have a variety of efficient and lethal martial arts native to their desert homeworld. The Stonecutter Protector is an expert in several of these native combat styles, able to morph powerful hands into lethal blades and combat spears.

These disciplined, taciturn warriors accompany Stonecutter merchants and diplomats. Though the Stonecutters are a very high tech species, their most elite bodyguards practice unarmed combat- they use empty handed styles that are not seen as provocative in diplomatic situations, and safe to use aboard starships and enclosed stations.

STRATORAKER – CR 12

Bloodline unknown
Colossal N Magical Beast (lifespawn)
XP 19,200
Init +4 **Senses** Darkvision 120 ft, lowlight vision, natural senses equal to Budget Long Range sensors, Lifesense 1 AU, Perception +21



Defense
AC 20 **Touch** 14 **Flatfooted** 26 (-8 size, +4 DEX, +6 natural, +8 deflection)
HP 16d10 +80 hp (168 HP)
Regeneration 10 (electricity)
FORT +15 **REF** +14 **WILL** +7
Immune Cold, Fire, suffocation, radiation, vacuum
Weaknesses Lifecount 2

Offense
Spd Flight 100 ft (average), 1,000 ft or 4 hexes in space, effective Hyperdrive Rating 0.5
Melee three or more +18 tendrils (2d10+10 bludgeoning plus 1d6 cold, 20/x2 plus grab)
Special Attacks constrict (2d10+10 bludgeoning plus 1d6 cold)
Special Qualities No Breath, Starflight

Statistics
Str 31 **Dex** 19 **Con** 21 **Int** 2 **Wis** 15 **Cha** 11
Base Atk +16 **CMB** +34 (+42 grapple; +36 trip)
CMD 48 (cannot be tripped)
Feats Fly-By Attack, Hover, Improved Grapple, Improved Trip
Skills Fly +31, Perception +21, Survival +31

Ecology
Environment the upper atmosphere of inhabited worlds
Organization solitary
Treasure none

SPECIAL ABILITIES

Air Mastery (EX)
The Stratosraker gains a +1 morale bonus on melee attack and damage rolls if both it, and its target, are airborne.

Countless Tendrils (EX)
The Straosraker has countless tendrils dangling from its body. It may make three tendril attacks, plus one additional attack per opponent, to a maximum of ten tendril attacks per round. These tendrils trail for nearly a mile, giving the creature effectively unlimited reach with its tendrils.

Genetic Freeze (SU)
Lifespawn opponents suffer an additional amount of Cold damage from the Stratosraker's tendril and constrict attacks equal to twice their Lifecount.

Superior Grapple (EX)
The Stratosraker can grapple any number of creatures simultaneously with its tendrils, but never gains the grappled condition itself.

NATURE

Stratosrakers are massive but simple-minded Lifespawn predators. Most common in the upper atmosphere of gas giants, they will range into smaller, denser worlds in search of Lifespawn prey. They are extremely rare in Earth-space, and only somewhat more common throughout the civilized galaxy. Capable of sensing fellow Lifespawn over stellar distances, these vast, medusiad-like monstrosities drop from the sky like the wrath of God to snatch up their targets.

Stratosrakers typically attack lone fliers whenever possible, but if they're hungry enough Stratosrakers are both fast and strong enough to snatch a sub-orbital transport from the sky. They'll rip open the hull, potentially killing hundreds of passengers, just for a chance to feed on a single mature Lifespawn aboard. Stratosraker prefer to feed on powerful Lifespawn, and typically ignore juveniles unless threatened or starving. Stratosrakers can live for millions of years, cremating themselves in a main-sequence star when they finally feel senesce approaching. They are sexless and reproduce by budding – given the species vast age and relative simplistic biology, xeno-naturalists speculate Stratosrakers may be one of the eldest surviving forms of Singular-bloodline life.

SYMAS HUNTER – CR 11

Medium LE or LN Monster Humanoid (Battlechanger, cyborg, human)
XP 12,800 *(ad hoc adjustment due to superior gear and cybernetics)*
Init +4 **Senses** Darkvision 60 ft, lowlight vision, able to perceive unencrypted radio/television and wifi signals, Perception +20
Languages Aklo, Draconic, Galactic Common, Highchirp, Tech-TY

Defense
AC 23 **Touch** 11 **Flatfooted** 23 (+10 armor, +2 natural, +1 shield)
HP 13d10 +26 hp (98 HP)
FORT +5 **REF** +11 **WILL** +11
Defensive Abilities Evasion
Immune dazed, stunned, suffocation, radiation, vacuum (Space Suit)
Weaknesses Cybernetic Security Risk -3

Offense
Spd 30 ft (120 ft in *Velocity Mode*)
Melee +21/+16 shortsword (1d6+7 slashing, 19-20/x2)
Ranged +21/+16 blaster gauntlet (2d10+2 fire, 20/x2, 75 ft range increment, semi auto)
Special Attacks
Favored Enemy (Aberration +4, Vermin +2)
Special Qualities Favored Terrain (Underground +6, Urban +4, Swamp +2)

Statistics
Str 24* **Dex** 22* **Con** 15 **Int** 12 **Wis** 19 **Cha** 13
**includes bonuses for grade-II powered armor*
Base Atk +13 **CMB** +20 **CMD** 36
Feats Combat Expertise, Combat Reflexes, Deadly Aim, Dodge, Far Shot, Kiss Merge, Mini-Missile Flurry. Mobility, Point Blank Shot, Power Attack, Run, Wind Stance
Skills Climb +23, Knowledge (dungoneering, nature, technology) all at +17, Pilot +8, Perception +20, Stealth +12, Survival +20
Gear *+2 grade-II powered armor,+2 blaster gauntlet of infinite ammunition,* mwk. short sword, 4x potions of cure critical wounds, 2x potions of expeditious retreat
Cybernetics
Headware **–** Combat Computer (far shot, power attack), Onboard Computer, Recoil Dampening Braincase
Bodyware – Reflex Augmenter, Subcutaneous Bracers; Subcutaneous Body Armor (light)

Ecology
Environment any
Organization
Treasure double standard (including gear)

SPECIAL ABILITIES

Blaster Gauntlet (EX)
The Symas Hunter's Blaster Gauntlet can be charged for a mega-shot. As a full round action, the Symas Hunter charges the mega-shot, firing the blast on her next action in the following round. The mega-blast inflicts an additional two dice of damage, and gains a +5 circumstance bonus on the ranged attack roll.

Improved Velocity Mode (SU)
The Symas Hunter can activate her Velocity Mode as a swift action. While in Velocity Mode, the Symas Hunter and her armor compress painlessly into a spherical shape; the only action other than movement (and mine-laying!) the Symas Hunter can take is to end the Velocity Mode as a swift action.

While in Velocity Mode, the Symas Hunter landspeed is increased by x4, ignoring the reduction for wearing heavy armor (so a base land speed of 30 ft becomes 120 ft), and the wearer gains access to the Run feat. The wearer can ignore the effects of up to 20 ft of difficult terrain while moving in Velocity Mode.

As a free action while making a charge or double move while in Velocity Mode, the Symas Hunter can lay up to three Symas Mines at any point along her path of travel. Each Symas Mine functions as a trap, described below, and remains in place for one minute or until disturbed. The Symas Hunter can only deploy up to three mines. If the Symas Hunter attempts to place a fourth Symas Mine, all previously placed mines vanish.

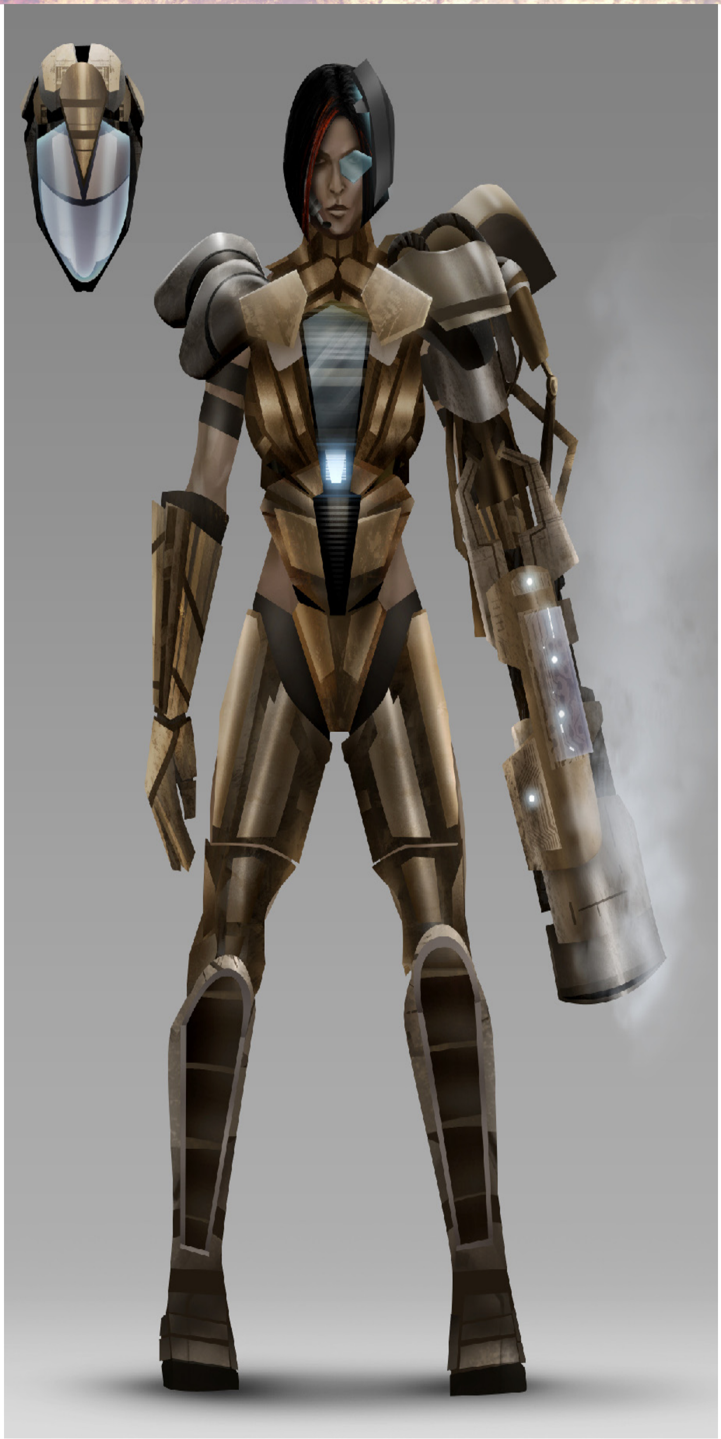
Symas Mines
Type: mechanical
Perception DC 10 *Disable Device DC* 14
Trigger: Touch *Duration*: Instant *Reset*: None
Effects: 4d6 fire damage to a 10 ft radius; REF DC half

Kiss Friend (SU)
As a full round action, the Symas Hunter can kiss a willing or helpless Battlechanger on the mouth or face plate and provide it with one point of Fuelon. The Symas Hunter may also choose to physically merge with the Battlechanger. While merged, the only action the Symas Hunter can take is to end the merge as a move-equivalent action on her turn. While merged, the Battlechanger acts as if *hasted.* The Symas Hunter may maintain the merge for up to two rounds.

The Symas Hunter's close connection to Battlechanger society provides her with a +1 trait bonus on Bluff and Diplomacy checks against Battlechangers. The Symas Hunter can choose traits and feats unique to Battlechangers so long as they are compatible with her anatomy.

Mini-Missile Flurry (SU)
As a full round action, the Symas Hunter can unleash a mini-missile flurry against all targets within 500 ft who do not have total cover. The Symas Hunter can target up to 6 targets, inflicting 10d8 damage (half fire/half ballistic). This attack offers a DC REF 18 Save for half damage.

The Symas Hunter can unleash up to four (4) mini-missile flurries per day.

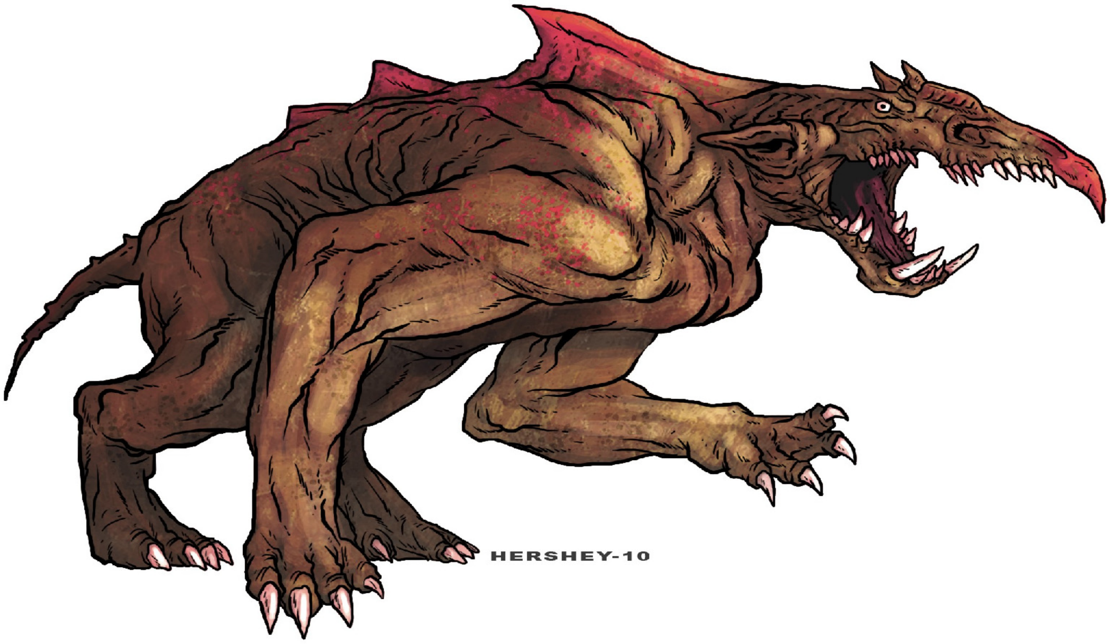


NATURE

Symas was a fledgling human colony on the fringes of the ***Quiniuq Grand Garden,*** until Symas's lethal biosphere ended the dream….and the lives of 90% of the colonists. Arriving soon after the colonist's last stand, a Quinuiq salvage team discovered dozens of human children huddled in a sealed bunker. Never one to waste valuable resources, the Quiniuq claimed the survivors for their own. Over the next few years, the Quinuiq stoked the children's hatred of the xenoforms that slaughtered their parents and destroyed their homes. The children were biologically and cybernetically augmented, superbly trained and equipped, and indoctrinated in the Grand Garden's ethos.

Today, the now-adult survivors of the massacre are known as Symas Hunters. They often command the Grand Garden's assault and genocide squadrons, and are considered an elite part of the Garden's officer corps. They truly excel as first wave colonizers and scouts; the Quiniuq deploy their elite Symas Hunters as 'pest control' experts, destroying invasive xeno-species that get in the way of the Garden's prosperity.

Symas Hunters are biologically human, but have been extensively cyber-augmented. Their lean and muscular bodies are designed to plug into their signature violet and onyx powered armor. A Symas Hunter's armor is sleek and aerodynamic, with a rounded hull that suggests its ability to fold into a spherical travel form. The armor bristles with concealed weapon ports – the blaster gauntlet replacing the right fist is the least of the armor's arsenal. Symas Hunters are highly efficient hunter/killers, extremely capable in battle, but strangely soulless. Their early trauma and the cold tutelage of their Quinuiq masters has destroyed most of their humanity: they speak very little and have a flat, emotionless affect.



SYRION YOWLER – CR 6

Medium NE Magical Beast
XP 2,400
Init +4 **Senses** Darkvision 60 ft, lowlight vision, Perception +8 (+18 on auditory Perception checks)
Language Syrion (cannot speak)

Defense
AC 20 **Touch** 14 **Flatfooted** 16 (+4 DEX, +6 natural)
HP 8d10 + 16 hp (60 HP)
FORT +9 **REF** +11 **WILL** +6
Immune Sonic

Offense
Spd 40 ft
Melee two +14 talons (1d8+1 slashing, 20/x2) and +14 bite (1d8+1 piercing plus trip, 19-20/x3)
Special Actions Sonic Howl breath weapon (60 ft ft line, 8d6 sonic, REF DC 17 half, usable every 1d4 rounds)
Special Attacks Pounce

Statistics
Str 12 **Dex** 19 **Con** 14 **Int** 5 **Wis** 16 **Cha** 5
Base Atk +10 **CMB** +11 (+13 drag, grapple, reposition)
CMD 25 (29 vs trip)
Feats Combat Reflexes, Critical Focus (bite), Improved Drag ^{B}, Improved Grapple ^{B}, Improved Reposition ^{B}, Skill Focus (stealth), Run, Weapon Finesse
Skills Perception +8, Stealth +10 (racial modifiers +10 auditory Perception checks)

Ecology
Environment warm deserts
Organization solitary
Treasure incidental

SPECIAL ABILITIES

Fourth Dimensional Movement (SU)
The Yowler does not fully exist in our reality. It travels through a combination of short range wormholes and conventional muscular force. As a result, the Yowler may ignore barriers up to one square thick when moving, but must always end its movement in an open square. The creature can charge through walls, airlock doors, even starship bulkheads to get at its prey! The Yowler cannot pass through force effects or magical barriers.

With a successful grapple, drag or reposition combat maneuver the Yowler can move its prey in the same manner. This is a conjuration (teleportation) effect. For the purposes of dispelling and other countermeasures, consider this ability to have an effective caster level 10th.

NATURE

The Syrion Yowler is one of the fiercest predators native to ***Syrius Minor***, and has preyed on the ***Syrion*** race for aeons. Many Syrions joke they left their homeworld just to get away from the frakkin' Yowlers, but their laughter is forced and nervous- the joke is truer than they would like to admit. Yowlers are tenacious, cunning predators; they normally attack livestock and pets, but will slaughter a weak Syrion if the opportunity presents itself. Syrion mothers tell horrible stories of babies devoured by a Yowler who walked through the nursery's walls, or eldery Syrions savaged in their bedchambers.

The Syrion Yowler gets its name from its hunting cry, which can be heard for miles around on a quiet day. Syrion Yowlers are wolf-like quadrupeds that stand about three feet high at the shoulder. They are hairless, with leathery brown skin splotched with auburn markings. Yowlers have wedge-like skulls, with an elongated snout filled with razor sharp teeth. Large ears give the creatures a phenomenal sense of hearing; they track primarily by ear and have extremely poor senses of smell. They have a limited understanding of the Syrion language, and use this facility, combined with their natural cunning, to seek out especially vulnerable prey, especially unguarded children, the elderly or the physically handicapped.

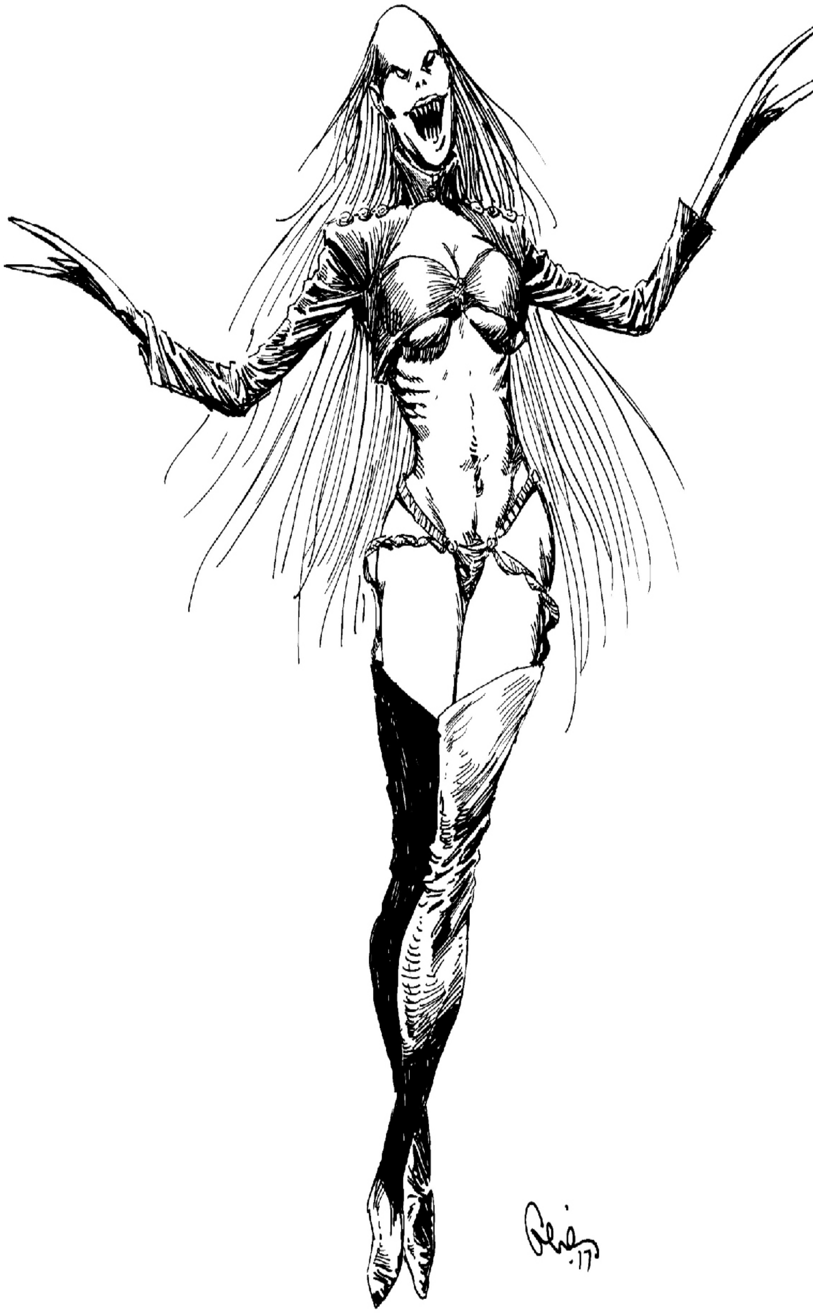
TANTALOS – CR 5

Medium CE Outsider (chaotic, demon, evil, extraplanar)
XP 1,600
Init +4 **Senses** Darkvision 60 ft, lowlight vision, *see in darkness,* Perception +2
Languages Abyssal, *telepathy* 100 ft

Defense
AC 15 **Touch** 15 **Flatfooted** 10 (+4 DEX, +1 dodge)
HP 6d10 hp (33 HP)
Fast Healing 5 (good)
FORT +2 **REF** +9 **WILL** +7
Immune Electricity, Pleasure, Poison

Offense
Spd 60 ft
Melee two +10 talons (1d3 slashing plus 1d6 pleasure, 19-20/x3)
Spell-Like Abilities (CL 6th Concentration +11)
1x/day – interplanetary teleportation
- summon (1d3 Tantalos, 60%)

Statistics
Str 11 **Dex** 19 **Con** 11 **Int** 6 **Wis** 14 **Cha** 21
Base Atk +6 **CMB** +6 **CMD** 20
Feats Dazzling Display, Dodge, Weapon Finesse, Weapon Focus (talons)
Skills Acrobatics +13, Bluff +15, Perform (sexual) +20, Stealth +13



Ecology
Environment any (possibly native to Hyperspace?)
Organization usually solitary, sometimes found as mated pairs or cliques of 3-7
Treasure incidental

SPECIAL ABILITIES

Carnal Promises and Threats (EX)
The Tantalos may use her ranks in Perform (sexual) in place of the Intimidate skill. When used in this manner, she performs a lewd, masturbatory dance, scoring her body with her talons in a way that terrifies those around her even as it arouses them.

Hyperspace Dance (SU)
If the Tantalos is aware of the identity, destination and approximate course of a starship travelling through Hyperspace, she may teleport onto that vessel using her Interplanetary Teleportation ability, though the destination is not a planet or station.

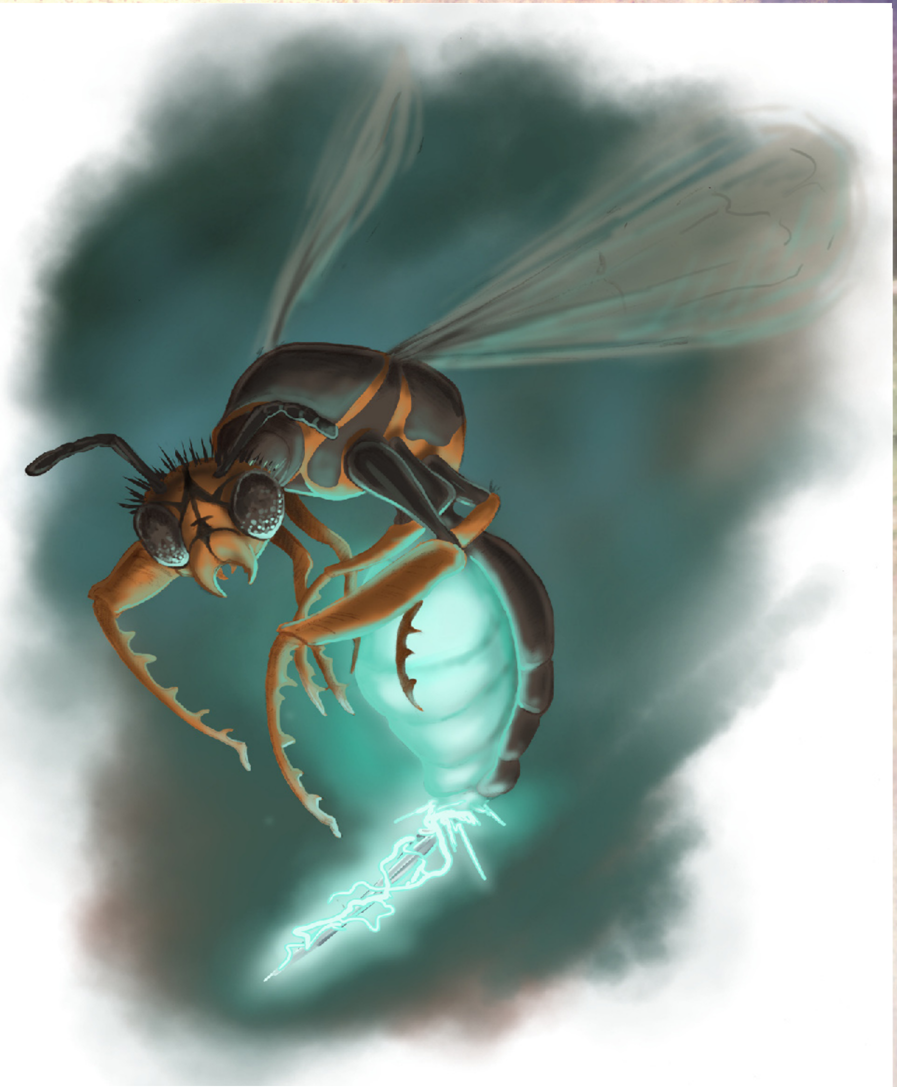
Summoned by Blood and Lust (SU)
When the Tantalos confirms a critical hit with her talons, she may use her *summon* ability as an immediate action, without expending her daily use of this ability.

NATURE

Tantalos are lustful, ultra-violent, instinctively murderous gatecrashers from another reality. Possibly native to the chaotic warp and flux of Hyperspace, they descend into linear reality for the sheer carnal pleasures that reality offers. Two pleasures most of all: fucking and murder. Tantalos are screaming, gibbering mad-women who howl into reality from short-lived planar gates they slice into the Multiverse with their weird, glowing talons. They crave constant stimulation, engaging in wanton and unprovoked violence merely to keep their black hearts racing. Boredom is the one pain the demon-women do not enjoy. Tantalos can will themselves into non-existence if held captive or prevented from indulging in their lusts. Captive specimens are virtually unknown.

Tantalos are especially feared because of their uncanny ability to jaunt to a starship in Hyperspace. If one reaches a starship, she can bring dozens more into linear reality, turning the vessel into an orgiastic slaughterhouse.

Tantalos are emaciated, yet seductive woman-things. They have teeth like a shark, which they bear often in mad, gaping grins. Their skins are lurid shades of yellow and magenta, their anorexic-thin arms terminate in long, articulated talons like guillotines. The spindly creatures disdain armor, relying on their weird speed, and fighting nude or dressed in the barest slips of decorative silk.



TASP WASP – CR 2

Small N Vermin
XP 600
Init +5 **Senses** Darkvision 60 ft, lowight vision, scent, Perception +2

Defense
AC 18 **Touch** 16 **Flatfooted** 13 (+1 size, +5 DEX, +2 natural)
HP 3d8 hp (14 HP)
FORT +3 **REF** +6 **WILL** +3
Immune mind-affecting abilities (mindless), Pleasure

Offense
Spd 20 ft Fly 60 ft (good)
Melee +2 sting (1d6 piercing plus 1d8 pleasure, 20/x3)

Statistics
Str 11 **Dex** 20 **Con** 11 **Int** – **Wis** 14 **Cha** 2
Base Atk +2 **CMB** +1 **CMD** 16
Feats Fly-By Attack^{B}, Hover^{B}
Skills Fly +13 (racial modifiers: +8 Fly)

Ecology
Environment any warm land
Organization solitary, pair or orgy (3d4)
Treasure incidental

SPECIAL ABILITIES

Addictive Predation (SU)
Any intelligent creature (INT score of 3+) who is damaged by the Tasp Wasp's sting suffers a -2 morale penalty to Armor Class on attacks made by the Tasp Wasp or any other Tasp Wasps for one minute after the injury. The effect of multiple stings are not cumulative.

NATURE

Tasp Wasps are especially dangerous predators, because unlike most animalistic xenoforms, Tasp Wasps actively seek out intelligent, humanoid prey. Tasp Wasps can bring down small animals fairly easily, but when their opiate-like psychic sting pierces a self-aware creature, the result is usually a stunned, drooling target just waiting for another sting. If a Tasp Wasp swarm can get in a first sting, they can usually slaughter an unarmored human in moments – a huge protein bounty for minimal effort. Most colonists flee Tasp Wasp territory quickly rather than fight. Calling out colonial military is usually the best idea when dealing with Tasp Wasps.

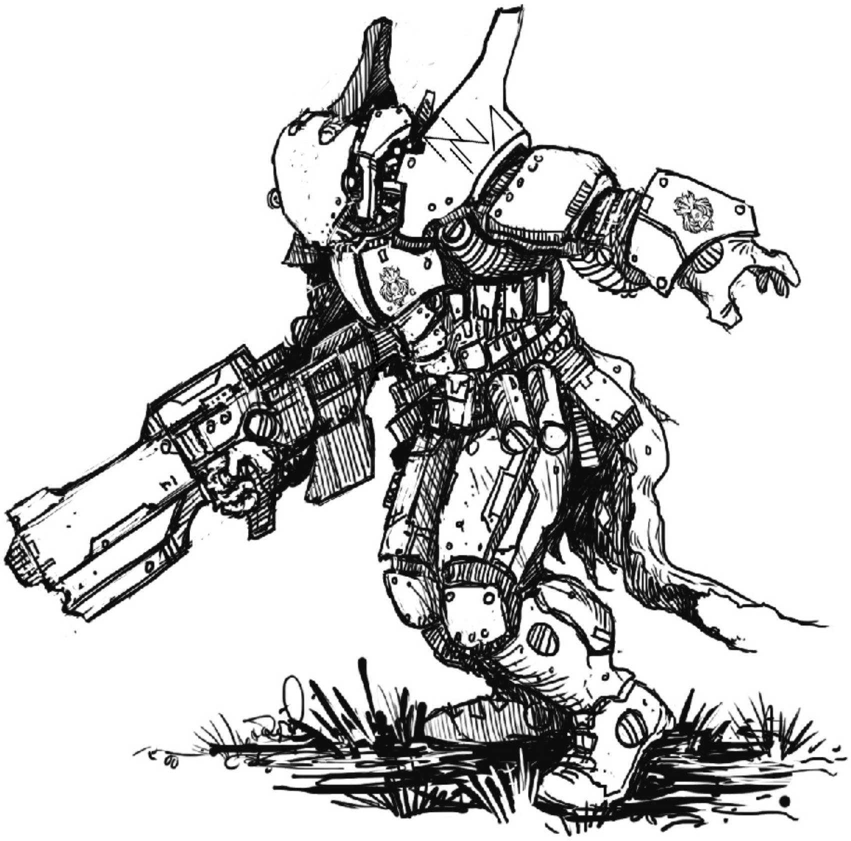
Tasp Wasps resemble their Terran namesake, save they are roughly the size of an English bulldog. Their swollen abdomen pulses with cobalt bio-luminescence, and a similar glow shines at their stinger's tip.

TETRAGON HUNTER – CR 6

Bloodline – The Fencers
Large LN Monstrous Humanoid (cyborg, lifespawn)
XP 2,400
Init +2 **Senses** Darkvision 90 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Lifesense 1 mile, Perception +11
Languages Celestial, Scarred, Stonecutter

Defense
AC 21 **Touch** 13 **Flatfooted** 18 (+2 DEX, +1 competence, +8 natural)
HP 8d10 +24 hp (68 HP)
Damage Reduction 5/magic
FORT +5 **REF** +7 **WILL** +7
Immune cyborg immunities
Weaknesses Cybernetic Security Risk -1, Lifecount 1, Unhealing

Offense
Spd 40 ft
Melee +13/+8 aberration-bane longsword (1d8+6 slashing, 19-20/x2)
Ranged +10/+5 aberration-bane disintegrator pistol (3d6+1 energy, 20/x3, 60 ft range increment, single shot)
Favored Enemy Bleeding Ghost subtype +4
Special Qualities No Breath
Spell-Like Abilities (CL 6th Concentration +8)
1x/day – blink
- dimension door



Statistics

Str 20 **Dex** 14 **Con** 16 **Int** 12 **Wis** 14 **Cha** 10
Base Atk +8 **CMB** +14 **CMD** 26
Feats Awakened Heritage (Fencers), Cleave, Far Shot, Power Attack, Point Blank Shot
Skills Knowledge (civics, local) both at +7, Perception +11, Pilot +8, Survival +11
Gear +*1 aberration-bane longsword, +1 aberration-bane disintegrator pistol of infinite ammunition*

First Level The Lifespawn gains a +2 insight bonus on Craft (blacksmith), Intimidate and Sleight of Hand checks. If the Lifespawn possesses 10 or more ranks in any of these skills, the bonus provided is +3 instead.

Ecology

Environment any (native to the ***Necklaces***, often ventures into the ***Galactic Scar*** on hunts)
Organization usually solitary, sometimes pairs
Treasure standard (including gear)

SPECIAL ABILITIES

Disintegrator Pistol (EX)
The damage inflicted by the Hunter's disintegrator pistol is of an unspecified type, not subject to energy resistance or immunity. Targets slain by this energy are disintegrated completely, along with all their gear.

Favored Enemy: Bleeding Ghosts (EX)
The Tetragon Hunter gains the Favored Enemy bonus of a Ranger of his HD against creatures with the ***Bleeding Ghost*** subtype, regardless of the creature's type.

(Bleeding Ghosts are a race of shapechanging Aberrations that can possess victims; they are described fully in ***Psi-Watch: Secret Soldiers***.)

Optical Scanner (EX)
The Tetragon Hunter's cyber-optics allow him to perceive any nearby creatures with the BleedingGhost Subtype. The Hunter perceives a glowing red aura around any visible creature within 30 ft which possesses the Bleeding Ghost subtype.

Tetragon Tactics (EX)
When attacking an Aberration of either the Singular or Nemesis bloodlines, the Tetragon Hunter adds that creature's Lifecount as an untyped bonus on ranged damage rolls.

NATURE

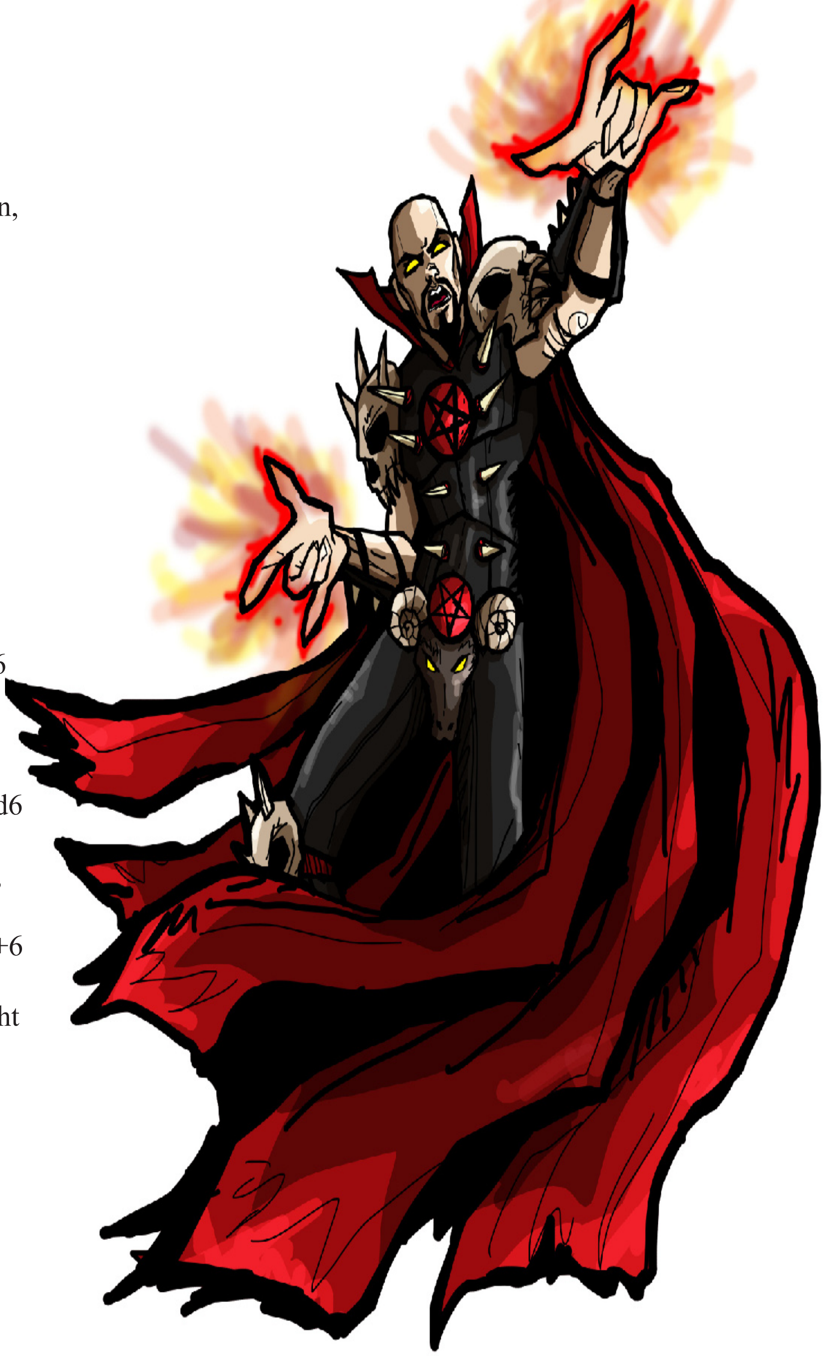
His homeworld was driven into ecological collapse, and his people into near-extinction, by ***Bleeding Ghost*** infiltrators who turned his world's armies against their own kind. For vengeance, and to shepherd the few surviving members of his kind, the young idealist sacrificed his birth-body and became a shining Tetragon Knight. Once his time as a squire was complete, and he was familiar with his new cybernetic form, the Tetragon Hunter ventured out into the wider cosmos, hunting out and eradicating the ancient enemy of his people wherever they nest.

The Tetragon Hunter is a chrome cyborg of un-earthly design. Its helmet and faceplate are featureless, though the Tetragon Hunter has all the expected sensors of a standard combat 'borg. Tetragon Hunters are serious and driven to the point of being grim. They are so dispassionate and brutal that they are often mistaken for non-sapient combat androids rather than cyborgs guided by a living mind. They mercilessly slaughter any Bleeding Ghosts they uncover, not distinguishing between civilians and warriors, and making even fewer allowances for the few heroic ***Xenobreed*.**

All the Hunter's training and tactics, as well as the occult-tech weapons he carries, are specifically chosen for use against Bleeding Ghosts. Gamemasters wishing to create Hunters with a grudge against some other species can simply swap out types and subtypes, and modify the -bane properties of the variant Hunter's weapons to suit. Technically you should swap out exactly which Awakened Heritage feat the Hunter gains, as different bloodlines hunt different creatures, but this doesn't really matter for a quick-and-dirty conversion around your gaming table.

THERMONUCLEAR SATANIST – CR 16

Medium CE Humanoid (evil, fire, psionic)
XP 76,800
Init +2 **Senses** Darkvision 1,200 ft Perception +18
Languages Abyssal, Draconic, English Galactic Common, Infernal



Defense

AC 25 **Touch** 17 **Flatfooted** 23 (+2 DEX, +8 armor, +5 deflection)
HP 24d8 +48 hp (156 HP)
FORT +15 **REF** +12 **WILL** +19
Resist Acid 10, Cold 20, Pleasure 20
Immune Electricity, Fire, suffocation, vacuum, radiation (spacesuit)

Offense

Spd 30 ft Flight 120 ft (perfect) Space Flight 2,500 ft or 6 hexes, Hyperdrive Rating 1
Melee +21/+16/+11/+6 unholy rapier (1d8 piercing plus 1d6 fire plus 1d6 pleasure, 19-20/x3) OR
Melee vital strike +21 unholy rapier (2d8 piercing plus 1d6 fire plus 1d6 pleasure, 19-20/x3)
Ranged +20/+15/+10/+5 flames of Hell (3d6 fire/unholy, 20/x3, 50 ft range increment)
Special Attacks Satanic Breath Weapon (60 ft cone, 6d6+6 fire and 6d6+6 unholy energy, usable every 1d4 rounds)
Special Qualities No Breath (spacesuit), Greater Starflight
Spell-Like Abilities (CL 20th Concentration +29)
At Will – Deadly Pleasures (W-DC 21) Hg
- Electro-Stim Torture (W-DC 20) Hg
- Interplanetary Teleportation
- Pleasurable Slime (W-DC 21) Hg
- Shield of Faith (included in statistics above)

5x/day – Energy Drain (F-DC 24)
- Fireball (R-DC 20)
- Flame Strike (R-DC 22)

1x/day – Banishment (W-DC 19)
- Dimensional Lock (W-DC 20)
- Incendiary Cloud (W-DC 22)
- Limited Wish (only grants sex-related wishes, and only those that directly benefit a follower of Satan Maximus…or himself)
- Nuke the Site From Orbit (R-DC 25) Hg
- Outshatter (W-DC 25) Hg

1x/every 666 days – Wish (can only grant materialistic, selfish, sexual or violent wishes that benefit a follower of Satan Maximus…or himself)

Statistics

Str 11 **Dex** 14 **Con** 13 **Int** 15 **Wis** 16 **Cha** 21
Base Atk +18 **CMB** +18 **CMD** 30

Feats
Arcane Strike, Combat Casting, Greater Spell Focus (evocation), Improved Critical (rapier), Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Spell Focus (evocation), Toughness, Vital Strike, Weapon Focus (rapier)
Skills Fly +17, Intimidate +20, Knowledge (local, the planes, religion) all at +13, Perception +18, Perform (stringed) +16, Spellcraft +17, Use Magic Device +20
Gear *+4 star leathers, +2 flaming, pleasuring, unholy rapier, ring of spell storing (nuclear impact!)*

Ecology

Environment any (usually hanging out on Walpurgisnacht or Debauch, or prowling the spacelanes in search of trouble)
Organization usually solitary, sometimes accompanied by Cosmic Satanist Modern Spellcaster disciples
Treasure standard (including gear)

SPECIAL ABILITIES

Critical Occultist (SP)
When the Thermonuclear Satanist confirms a critical hit either with his rapier or with his Flames of Hell ranged attack, he may either use one of his spell-like abilities as a swift action, or immediately use his Satanic Breath Weapon as a swift action, at his option.

The Flames of Hell! (SU)
The Thermonuclear Satanist can unleash black flames that cling to the target like infernal napalm. Half the damage caused by the Thermonuclear Satanist's ranged attack is fire damage; half is unholy damage, not subject to Energy Resistance or Immunity. The flames cling for 1d4 rounds, inflicting half the initial damage at the start of each succeeding round. These infernal flames can only be removed with *dispel magic* or similar effects, or may be extinguished by dousing the victim with a vial of holy water.

Victims suffer a -10 penalty on Spellcraft checks to cast any spell with the good, lawful or healing descriptors, or which manipulates positive energy, while burning.

Satanic Breath Weapon (SU)
The Thermonuclear Satanist can use his breath weapon every 1d6 rounds. This breath weapon functions identically to the Thermonuclear Satanist's Flames of Hell ranged attack.

NATURE

There are at least 666 known Thermonuclear Satanists, the majority of which protect the Cosmic Satanist home world of ***Walpurgisnacht.*** Among the most powerful combat magicians in the ultra-violent 46th Century, an individual Thermonuclear Satanist is more than a match for a carrier battle group, and is singlehandedly conquering even an ICG garrison-world. Working together, a handful of these powerful spellcasters could besiege a sector. Only their stubborn individuality, and their arrogant refusal to work with together with their rivals makes the 666 Thermonuclear Satanists mere individual threats (albeit exceedingly dangerous ones) rather than an all-conquering unified force.

Thermonuclear Satanists look the part. They're six foot of arrogant Satanist man-meat squeezed into armored, spell-stitched black leather. Silver studs and rivets on every available surface let you know the motherfucker means business, and a chrome goat skull cod piece tells you just what that business is. Inverted pentacles glow on his breast plate, brighter than starship navigation lights, and a blood red cloak snaps and curls, even when there's no wind, as if alive and furious.The Thermonuclear Satanist affects a grim, *Alistair Crowley* demeanor, complete with sharp edged goatee and intense stare, which is helped by his glowing, radioactive eyes.

TWISTSHAPER – CR 10

Bloodline – Nemesis
Large CE Aberration (Lifespawn)
XP 9,600
Init +6 **Senses** Darkvision 90 ft, lowlight vision, scent, lifesense 3 miles, Perception +18
Languages Celestial, Draconic, Grey, Stonecutter, *lifespeech*
Aura Mutagenic Aura (30 ft, target suffers 1d4 temporary DEX damage and gains a random Gift of Nature, F-DC 23 negates)

Defense

AC 24 **Touch** 16 **Flatfooted** 18 (-1 size, +1 dodge, +6 DEX, +8 natural)
HP 14d10 +70 hp (147 HP)
FORT +11 **REF** +12 **WILL** +10
Immune Lifespawn immunities
Weaknesses Lifecount 1d6+1 (varies by round)

Offense

Spd 30 ft Flight 60 ft (clumsy)
Melee two +14 tentacles (2d6+4 slashing plus 1d10 acid plus grab, 20/x2, 20 ft reach)
and two +14 tentacles (2d6+4 slashing plus 1d10 pleasure plus grab, 20/x2, 20 ft reach)
Special Attacks Constrict (2d6+4 bludgeoning)
Special Qualities Compression, No Breath, Greater Starflight
Spell-Like Abilities (CL 14th Concentration +18)
Constant – freedom of movement
- overdesign (see Mutagenic Aura, F-DC 23)

At Will – hypnotic pattern (W-DC 15)
3x/day – baleful polymorph (F-DC 19)
- mass suggestion (W-DC 19)
- modify memory (W-DC 18)

Statistics

Str 18 **Dex** 23 **Con** 21 **Int** 15 **Wis** 12 **Cha** 19
Base Atk +11 **CMB** +16 **CMD** 32 (cannot be tripped)
Feats Combat Expertise, Combat Reflexes, Dodge, Hover,

Improved Trip, Mobility, Spring Attack, Whirlwind Attack
Skills Craft (alchemy) +19, Fly +9, Knowledge (arcana, history, the planes, religion) all at +19, Perception +18, Stealth +19

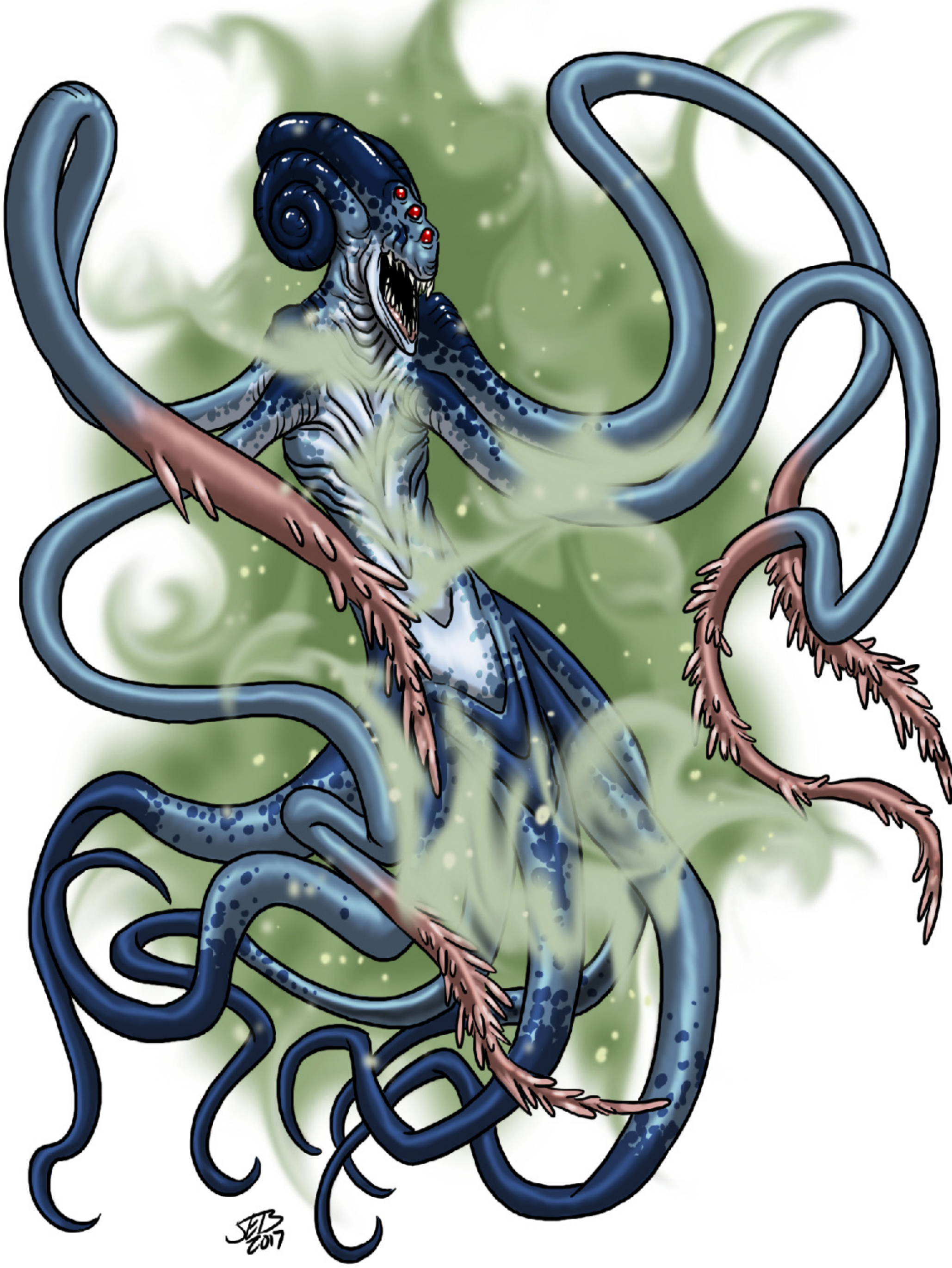
Ecology
Environment any
Organization usually solitary or accompanied by various cultists, minions, sycophants and slaves
Treasure double standard (in lair)

SPECIAL ABILITIES

Lifespeech (SU)
The Twistshaper can communicate with any Lifespawn creature that has a language, as if using *truespeech.*

Mutagenic Aura (SP)
The oily pheromone rich greenish vapors swirling around the Twistshaper are a potent mutagenic aura, which functions as a constant version of the *overdesign* spell. Creatures within 30 ft must succeed at a DC 23 FORT Save each round they remain within this aura or suffer 1d4 temporary DEX damage and gain a random Gift of Nature. Targets reduced to 0 DEX by this effect are physically paralyzed and can only take purely mental actions. Targets can use granted Gifts of Nature normally, and gain the Anthro subtype for the duration of this spell. Targets who make their save are immune to this effect for 24 hours.

The mutation and temporary DEX damage lasts as long as the target remains in the aura and for one minute after leaving the aura. At the end of this period, the target is restored to normal.



Self-Recombination (SU)
The Twistshaper can alter its own genetics as a move-equivalent action, gaining any one of the following abilities, of its choosing. It can have only one such ability active at any given time, and by default, has none. None of these abilities are factored into the stat block above.

- Fast Healing 10 (epic)
- Regeneration 5 (acid, fire)
- Increase its Natural Armor bonus by +6
- Increase its reach with its tendrils by +10 ft
- Gain a third tentacle attack either with its acid or its pleasure tentacles (for a total of 5 attacks)
- Gain Blindsight 60 ft
- Temporarily suppress its Lifecount and act as it did not have the Lifespawn subtype

Variable Lifecount (EX)
The Twistshaper's genome is in constant flux. Roll 1d6+1 at the beginning of each round to determine the creature's Lifecount.

NATURE

Twistshapers resemble an acid-trip imagining of an octopus or squid. The colorful creatures are a mass of whipping tendrils and twisting, muscular coils. Twistshapers are the beloved playthings of the Nemesis, native to the teeming rainforests and predatory seas of the most beautiful and deadly Inner Necklace worlds. Hyperactive and constantly squirming and twisting and twining and touching, they move like a roiling mass of snakes. Twistshapers are constant motion, constant change, constant evolution. By human standards, they are unimaginably insane.

Twistshapers exist purely to fuse creatures and phylum together, to randomly spot-evolve intriguing new life forms. All carbon-based flesh is creative fodder to the creatures. Their aura forces random and sometimes fatally debilitating mutations and hybridization on all near by creatures, allowing the Twistshaper to 'field-test' hundreds of concepts of new life in mere minutes. If a particularly interesting new morphology captures its interest, the Twistshaper uses its *baleful polymorph* ability to make that new shape permanent… at least until a new idea strikes it. Other spell-like abilities make minds as mutable as bodies.

Twistshapers are childishly fascinated by hybrid and innovative creatures- it launches manic, rapid fire interrogations of Anthro hybrids (especially followers of the Mutt), Mutants, interesting Nemesis-bloodline Lifespawns, not to mention body modification enthusiasts, post-humans, transhuman cultists, transgendered individuals, geneticists, alchemists and others that catch its eye. While not inherently violent, Twistshapers have no conception that 'lesser beings' have bodily autonomy and will experiment upon them at its whim. If a creature objects, fights back, or even just manifests mutations the Twistshaper considers ugly, the Twistshaper will murder that creature without compunction.

TYRANLING – CR 3

Bloodline – The Singular
Medium LE Aberration (lifespawn)
XP 800
Init +4 **Senses** Darkvision 60 ft, see in darkness, Lifesense 6 miles, Perception +1

Defense
AC 16 **Touch** 14 **Flatfooted** 12 (+4 DEX, +2 natural)
HP 4d8 +8 hp (26 HP)
FORT +2 **REF** +5 **WILL** +5
Damage Reduction 5/Lifespawn or magic
Immune Suffocation, vacuum, radiation (No Breath), critical hits, precision based damage
Weaknesses Lifecount 2, Light Sensitivity

Offense
Spd 40 ft
Melee +7 shadowforce spear (1d8+3 piercing, 19-20/x2, 10 ft reach)
Ranged +7 shadowforce rifle (2d6 ballistic, 19-20/x2, semi-auto, infinite ammunition)
Spell-Like Abilities (CL 4th Concentration +5)
At Will – darkness
2x/day **–** dimension door

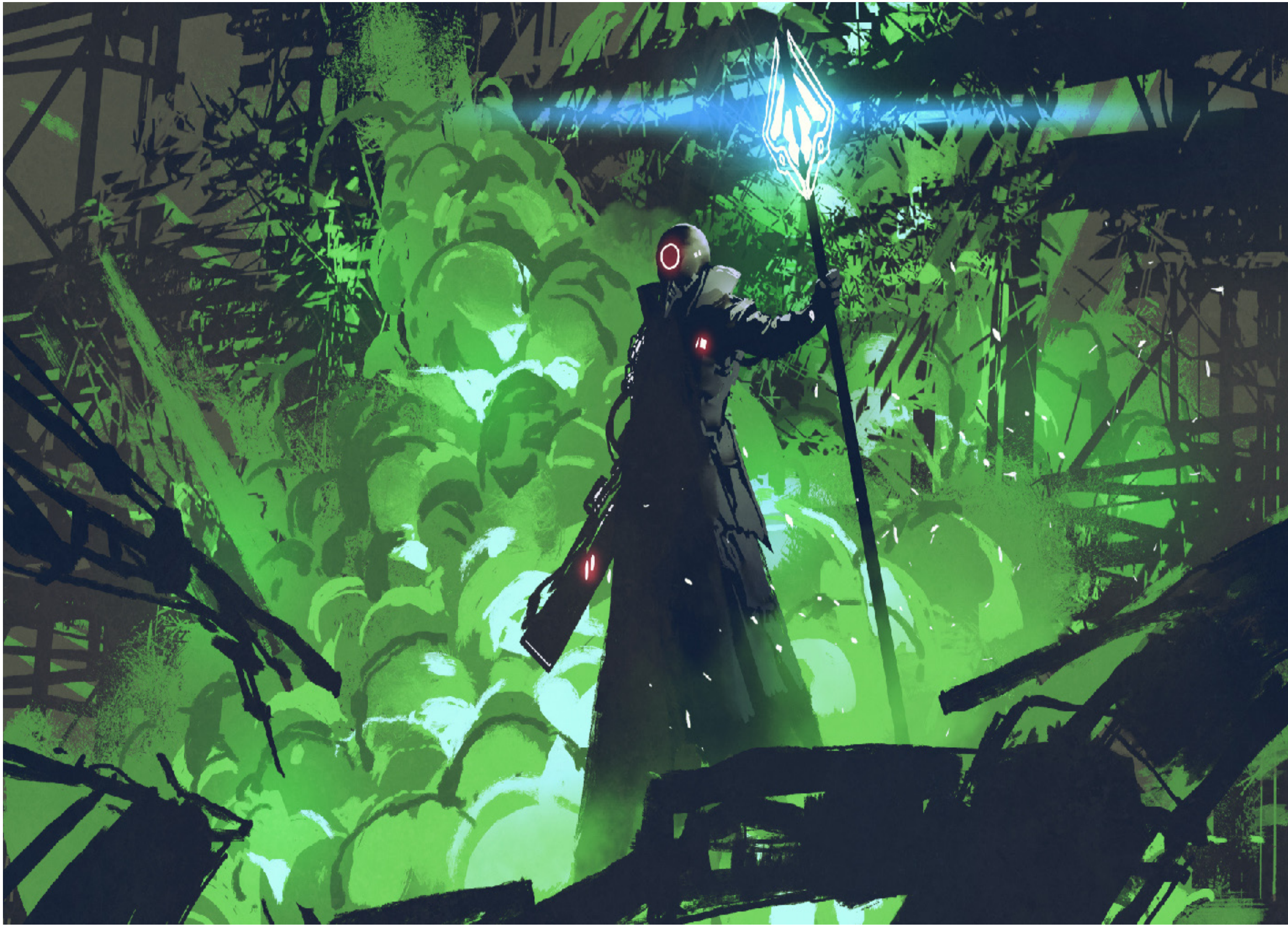
Statistics
Str 17 **Dex** 19 **Con** 13 **Int** 4 **Wis** 12 **Cha** 11
Base Atk +3 **CMB** +6 **CMD** 20 (cannot be disarmed)
Feats Combat Reflexes, Gang Up[B], Weapon Focus (shadowforce spear)
Skills Stealth +11/+21 in darkness (racial modifiers: +10 Stealth in dim light or worse)

Ecology
Environment any
Organization usually found in groups of 1d6+3, with larger groups of up to several million forming a planetary-scale invasion
Treasure incidental

SPECIAL ABILITIES

Amorphous Anatomy (EX)
Tyranlings are composed of an amorphous mass of living darkness. They are immune to precision based damage and critical hits.

Damage Reduction (EX)
A Tyranling's damage reduction is overcome by any attack (whether natural, by spell, or by weapon) made by a creature with the Lifespawn subtype. Magical attacks also bypass this damage reduction, regardless of the wielder's subtype. Tyranlings are fearsome opponents for mortals, but are considered relatively minor threats to Lifespawn warriors.



Shadowforce Weapon (SU)
A Tyranling's shadowforce spear cannot be disarmed, and if the weapon is reformed, the Tyranling can reform it as a move-equivalent action. This is considered to be a magical and evil aligned weapon for the purpose of overcoming damage reduction.

NATURE

Tyranlings are the incarnate, paranoid dreams of the Singular as He slumbers eternally within the Phallus. They are the mad impulse to rule and subjugate, the fear of others having something He lacks, the jealous rage when His majesty is met with anything other than awed and instant obedience. Tyranlings are a plague upon the Multiverse, as endless Tyranling legions germinating within the shadows of a world that has intruded somehow on the Singular's divine dreams. Unless the Tyranling infestation is swiftly and decisively burned away, another world falls into eternal darkness, its light and life extinguished by the shadowy legion.

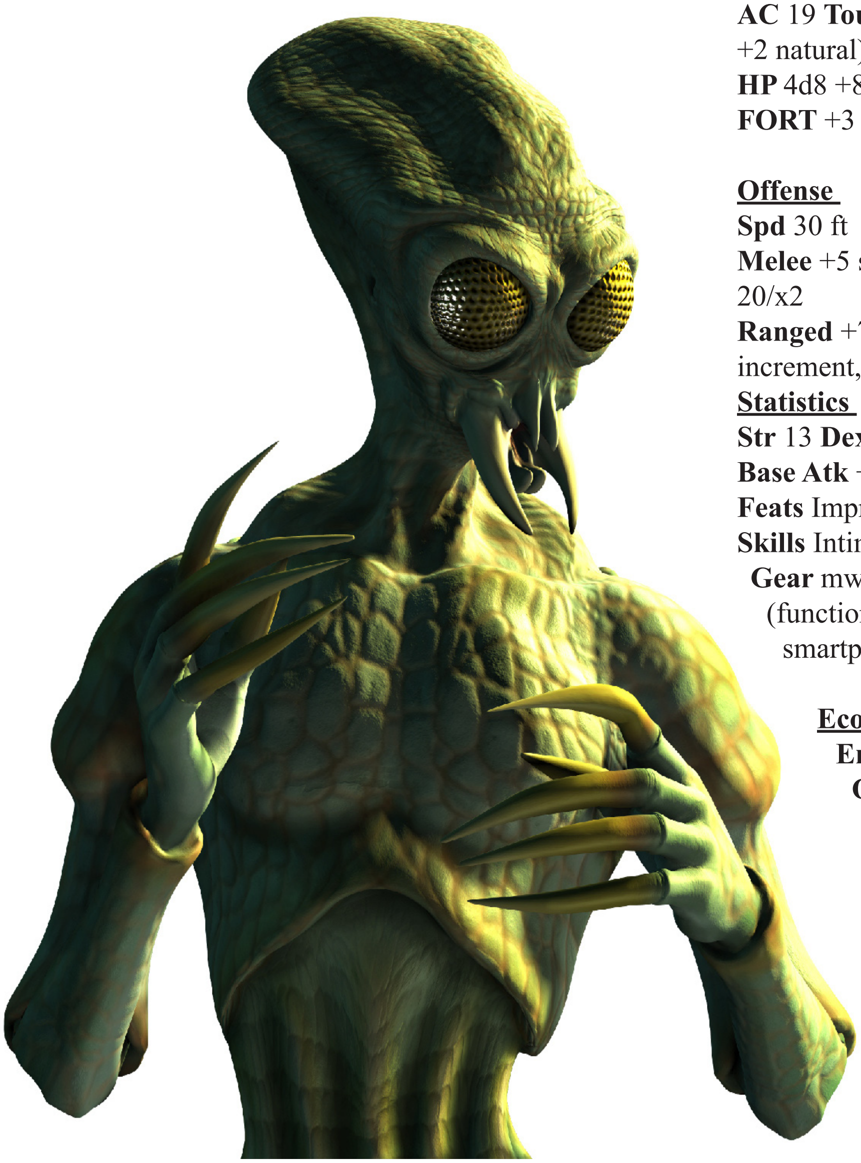
Each Tyranling resembles the elongated, knife-slender shadow of a humanoid wearing angular armor. Their bodies are a featureless mass of absolute black – they reflect absolutely no light. Each Tyranling can form their matte black substance into a massive halberd or into an advanced combat rifle. Their faces are featureless dome broken only a single cycloptean eye, blood red against ebon. Tyranlings do not speak, instead emitting a low metallic hum, like an overstressed circuit. This hum reaches deafening levels when multiple Tyranlings hunt in a pack.

Tyranlings hunt cooperatively, seeming to dance from one pool of shadow to the other, using their teleportational gifts and chaotic fighting style to hide their true numbers. They favor a rapid flurry of hit and run assaults that wear down their victims, exhaust them and render them paranoid and terrified. They eventually gang up for the final spear thrusts.

THE VERTH

Verth are an aggressive, yet exceedingly primitive reptile species. The Verth have only entered the galactic society because of the discovery of ancient ***Grey*** ruins on their sweltering, jungle homeworld. The Verth were unable to reverse engineer (nor even to truly understand) the Grey's living techno-sorcery, but they could enter into a kind of symbiosis with the Grey-tech. In a generation, Verth culture rocketed from subsistence-level agriculture to a rudimentary space navy – a starving and ferocious force bent on conquest.

Now, ambitious cadres of Verth warriors rocket into battle aboard archaic flying saucers more than one million years out of date. Equally ancient Grey AI pilot the starships and assemble the blast-staves wielded by these warriors, as such technology is hopelessly over the Verth's heads. In return, the Verth occasionally unearth valuable intel or Grey techno-caches on their often-purposeless raids, and dutifully return such to their machine-gods.



The Verth are a tip of the hat to the hostile space-lizards that made up the rogues gallery of much of early 1980s bad sci-fi. The first comic book I ever read, the forgotten and unlamented (and utterly unconnected to the franchise you'd expect from the name) *Robotech: Defenders* featured the reptilian Greelon as antagonists. Meanwhile, the better-received *Camelot 3000* had its own cadre of small, hostile reptilian invaders from the Tenth Planet, and many 80s arcade cabinent and home computer games featured rather similar monsters.

VERTH BATTLEMASTER – CR 3

Medium LE Humanoid (reptillian)
XP 800
Init +8 **Senses** Lowlight vision, Perception +8
Languages Grey
Aura Master of Slaves (60 ft, improve combat capabilities when Verth Battleslaves are destroyed)

Defense
AC 19 **Touch** 14 **Flatfooted** 15 (+4 DEX, +3 armor, +2 natural)
HP 4d8 +8 hp (26 HP)
FORT +3 **REF** +5 **WILL** +5

Offense
Spd 30 ft
Melee +5 sick stick (1d6+2 bludgeoning plus *nausea*, 20/x2
Ranged +7 blast staff (2d6 fire, 20/x2, 100 ft range increment, semi-auto, 12 cell)
Statistics
Str 13 **Dex** 18 **Con** 14 **Int** 13 **Wis** 12 **Cha** 13
Base Atk +3 **CMB** +4 **CMD** 18
Feats Improved Initiative, Point Blank Shot
Skills Intimidate +6, Pilot +9, Perception +8
Gear mwk. leather armor, mwk. sick stick, blast staff (functions as a laser rifle) and 2x spare cells, canteen, smartphone

Ecology
Environment any
Organization solitary, accompanied by 2d6 Verth Battleslaves, or as part of a Verth Sauceroid crew
Treasure standard (including gear)

SPECIAL ABILITIES

Master of Slaves (SU)
Verth Battlemasters are only strengthened as their pitiful Verth Battleslaves are slaughtered, and they through their

subordinates into the fray with absolute unconcern for their survival. Any time a Verth Battleslave is slain within 60 ft of the Verth Battlemaster, the Verth Battlemaster both recovers 1 HP, and his maximum HP total permanently increases by +1 HP.

For every 10 HP gained in this manner, the Verth Battlemaster gains a +1 competence bonus on attack and damage rolls, to a maximum +5 bonus.

Sick Stick (EX)
A creature struck by the Verth Battlemaster's *sick stick* must succeed at a FORT Save (DC 10 + damage inflicted) or become nauseated for 1d4 rounds.

NATURE

Verth Battlemasters are the largest, and strongest of their race. Given significantly more food than the average Verth, these dangerous reptilians are nearly man-sized. Verth Battlemasters act as commanders for a Verth Sauceroid crew. Each Battlemaster commands exactly 32 fawning, submissive Battleslave minions, crammed into punishingly tight conditions aboard a Sauceroid, and unleashed at the Battlemaster's whim.

Verth Battlemasters are a much larger and stronger example of the Verth species. They bear colorful frills and impressive golden horns as biological symbols of their station. Their ornately decorated armor and superior weapons are marks of their station. They carry pain-inducing maces, gifts from the old Grey AI, with which to keep their subordinates in line.

VERTH BATTLESLAVE – CR 1/2

Small LE Humanoid (reptillian)
XP 200
Init +7 **Senses** Lowlight vision, Perception +7
Languages Grey

Defense
AC 16 **Touch** 14 **Flatfooted** 13 (+1 size, +3 DEX, +2 armor)
HP 1d8 hp (5 HP)
FORT +0 **REF** +3 **WILL** +3

Offense
Spd 20 ft
Melee -1 dagger (1d4-2 slashing, 19-20/x2)
Ranged +4 blast staff (2d6 fire, 20/x2, 100 ft range increment, semi-auto, 12 cell)

Statistics
Str 7 **Dex** 17 **Con** 11 **Int** 12 **Wis** 12 **Cha** 11
Base Atk +0 **CMB** -3 **CMD** 10
Feats Improved Initiative
Skills Pilot +7, Perception +7
Gear leather armor, dagger, blast staff (functions as a laser rifle) and 2x spare cells, canteen

Ecology
Environment any
Organization solitary, pair or as part of a Verth Sauceroid crew
Treasure standard (including gear)

NATURE

Verth are a bipedal reptilian race that only stands about one meter tall at the shoulder. Most Verth have rich, glistening green scales that fade to a mottled brownish amber on the belly. Their warriors dress in beaded leather jerkins, as aside from the barely understood Grey-tech, such is the height of their materials science. Verth carry 'blast-staves'- gnarled spines of golden alloy that fire a powerful beam of focused light from the gem-like spear point. Verth are trained in the basic use of these weapons, which are provided by ancient Grey AI, but cannot repair or replicate them.

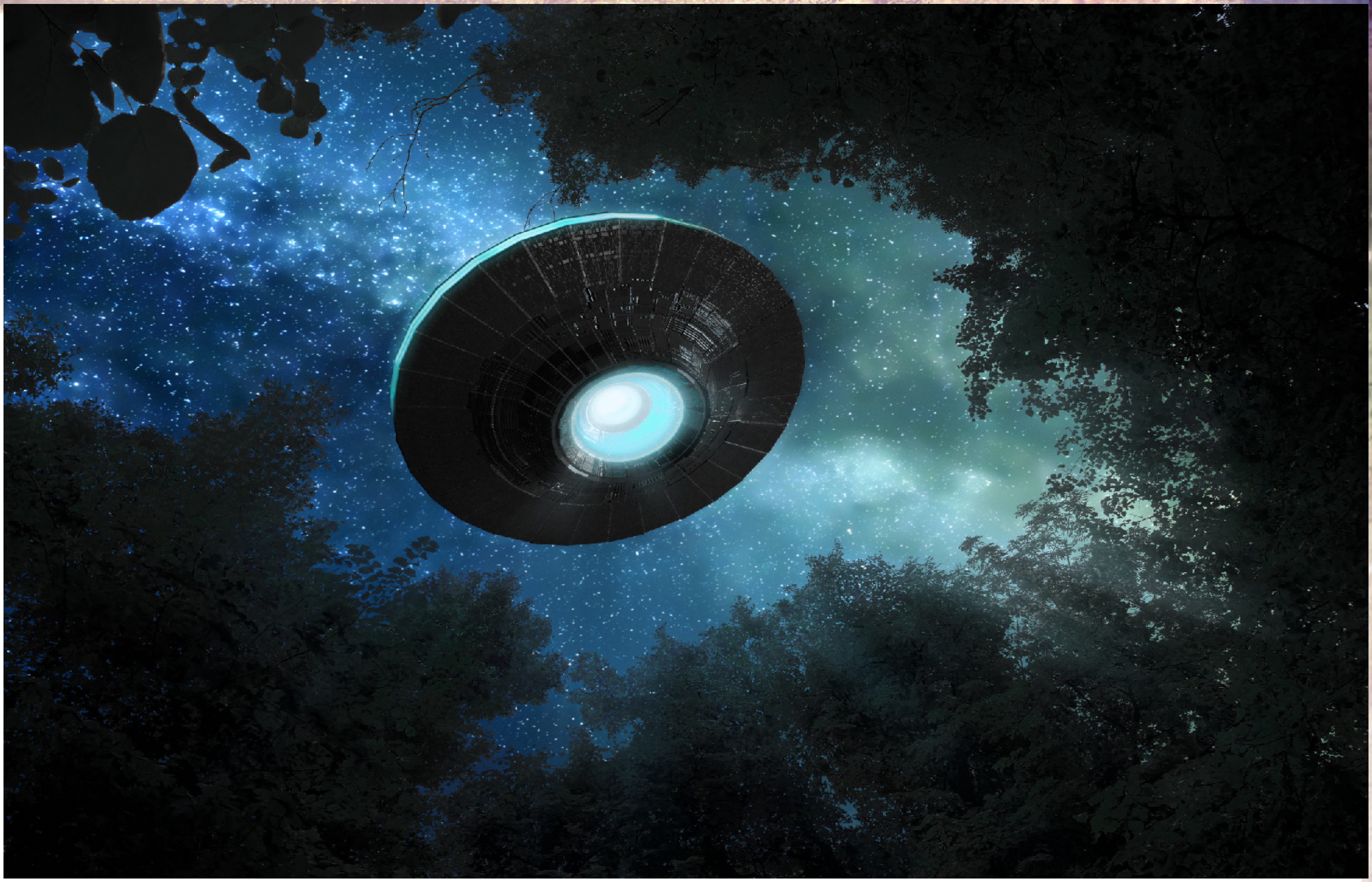
VERTH SAUCEROID – CR 7

Huge LE Construct
XP 3,200
Init +5 **Senses** Darkvision 500 ft, lowlight vision, sensors equal to Budget Short Range sensors, Perception +3
Languages Grey

Defense
AC 25 **Touch** 17 **Flatfooted** 20 (-2 size, +5 DEX, +8 natural, +4 deflection)
HP 9d10 +40 (90 HP)
FORT +3 **REF** +8 **WILL** +6
Immune construct immunities

Offense
Spd Flight 90 ft (good), Zero G Flight 1,500 ft (SFRPG flight: 4 hexes, effective Hyperdrive Rating 1)
Ranged three +12 laser cannons (4d6 fire, 20/x2, 200 ft range increment, single shot)

Statistics
Str 14 **Dex** 20 **Con** – **Int** 10 **Wis** 16 **Cha** 12
Base Atk +9 **CMB** +13 (+23 grapple) **CMD** 28 (cannot be tripped)
Feats Fly-By Attack, Hover, Point Blank Shot, Precise Shot
Skills Fly +24



Ecology
Environment any
Organization always found as part of a Verth Sauceroid unit; accompanied by a Verth Battlemaster and 32 Verth Battleslaves
Treasure standard

SPECIAL ABILITIES

Paralysis Beam (SU)
The Verth Sauceroid can use paralyzing tractor beams, in the form of a cone of sickly amber light, to grapple opponents from up to 60 ft away. This is treated as a remote grapple combat maneuver; the Verth Sauceroid never gains the grappled condition itself for fighting in this manner. Verth Sauceroids gain a +10 racial bonus on grapple combat maneuvers.

Teleportation Deployment (SU)
The Verth Sauceroid can teleport any or all of the 33 Verth aboard into battle as a move-equivalent action. It can place its passengers in any open square within 300 ft. The Verth act normally once at their destination.

In addition, as a move-equivalent action, the Verth Sauceroid can teleport up to six disembarked Verth per round to any open area within 300 ft. Verth are always willing to be teleported by a Sauceroid.

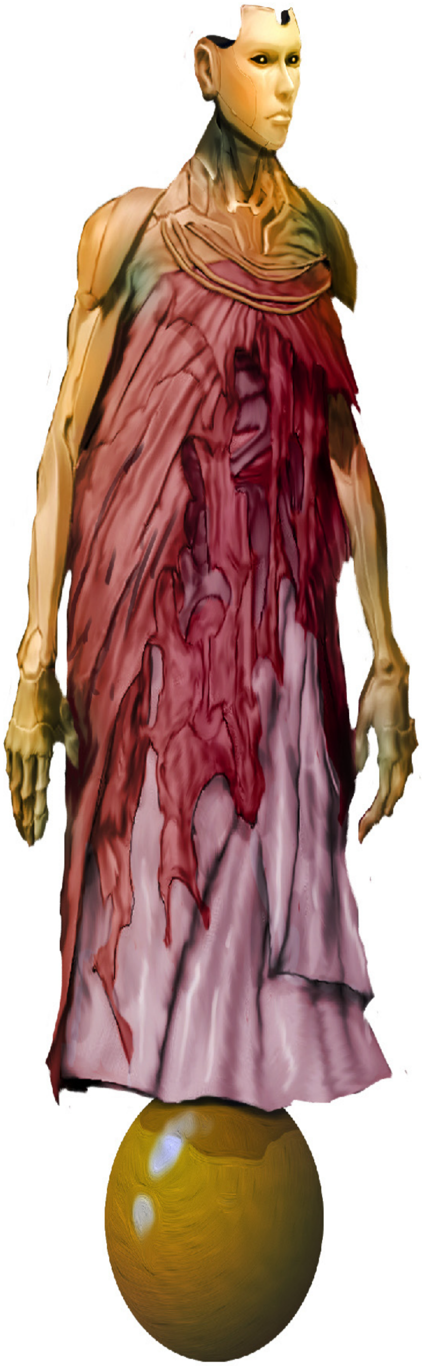
NATURE

Verth Sauceroids are ancient, decaying craft more than a million years past their prime. Each is a self-aware AI extension of an ancient Grey mind. Each Verth unit is assigned a single Sauceroid, which acts as both transport and technical advisor to the Verth warriors within. The Sauceroid carries the Verth within to their destination, ensures they carry out the wishes of the ancient Grey minds, all the while making the Battlemaster believe they are truly in command.

Verth Sauceroids are flattened disk shaped craft: the archetypical flying saucer. Their enormous age has left them brittle: their ceramic-like hulls are cracked and flaking, and their gleaming gunmetal hulls have faded to the color of dingy, sun-rotted bone. Verth often paint bloody tribal glyphs on the hull.

VIGIL – CR 6

Bloodline – Possibly Choir or Senate
Large LN Outsider (lawful, lifespawn)
XP 2,400
Init +8 **Senses** Lowlight vision, Darkvision 90 ft, *see invisibility*, *true seeing*, Lifesense 10 miles, Perception +18
Languages Celestial, *truespeech*
Aura *zone of truth* (60 ft, WILL DC 18 negates)



Defense

AC 18 **Touch** 13 **Flatfooted** 14 (-1 size, +4 DEX, +5 natural)
HP 8d10 +40 hp (84 HP)
FORT +7 **REF** +12 **WILL** +12
Immune mind-affecting abilities, radiation, suffocation/vacuum
Weaknesses Lifecount 1

Offense

Spd Flight 120 ft (perfect)
Melee two +11 *axoimatic* slams (2d6 bludgeoning, 18-20/x2)
Ranged two +12 pax bolts (2d6 force plus *calm emotions,* 20/x3, 100 ft range increment)
Special Qualities No Breath, Sacrifice With Honor, Superior Lifesense, Vigilant Nature
Spell-Like Abilities (CL 8th Concentration +14)
Constant – see invisibility
    - true seeing
    - zone of truth (W-DC 18 negates)

Statistics

Str 13 **Dex** 19 **Con** 20 **Int** 16 **Wis** 23 **Cha** 15
Base Atk +8 **CMB** +10
CMD 24 (cannot be tripped or bull rushed)
Feats Blind-Fight, Combat Reflexes, Improved Initiative, Hover[B], Lightning Reflexes, Weapon Finesse
Skills Diplomacy +10, Fly +18, Knowledge (civics, history, religion) all at +11, Heal +14, Intimidate, Perception +18, Sense Motive +14

Ecology

Environment any (most commonly found in the Inner and Outer Necklaces)
Organization solitary or trio or accompanying more powerful Lifespawn as minions and bodyguards
Treasure standard

SPECIAL ABILITIES

Axoimatic Touch (SU)
The Vigil's metallic fingers channel the power of cosmic law. The Vigil's slam attacks gain the *axiomatic* weapon property. Rather than dealing a bonus 2d6 damage to chaotic creatures, at the moment a successful attack the Vigil can choose to inflict any one of the following special effects instead:

- Any ranged weapons that use ammunition or energy cells eject their ammunition clips or energy cells. Firearms with internal ammunition storage, such as revolvers, jam instead.
- The subject's armor gains the *broken* condition for 1d4 rounds
- The subject is *silenced* for 1d4 rounds
- The subject is *blinded* for 1 round

Pax Bolts (SU)
The Vigil throws bolts of colorless light from its metallic hands. A creature struck by these bolts of energy is affected as by *calm emotions.* In addition, the creature's place in the initiative order is worsened by -1d4 points.

Sacrifice With Honor (SU)
The Vigil can sacrifice its own existence to return a beloved master or mistress from death. As a full round action, the Vigil can sacrifice its own existence to cast *breath of life* to benefit an ally. The ally returns to life as per the spell. If the ally is not already Lifespawn, it gains Awakened Heritage (the Choir) as a bonus feat. A Vigil destroyed in this manner cannot be returned to life in any manner short of the direct involvement of a deity.

Creatures returned to life in this manner are marked by golden sheathing which integrates with their body structure, a tangible remnant of the Vigil's sacrifice. This metallic plating provides the creature with a +2 natural armor bonus to AC.

Superior Lifesense (EX)
Vigils have a Lifesense range of 10 miles. They are automatically aware of the Lifespawn bloodline of all Lifespawn within this range, as well as the creature's alignment. This is considered to be a 10th level divination effect.

Vigilant Nature (EX)
The Vigil receives a +1 morale bonus on attack and damage rolls against invisible or magically or psionically disguised creatures due to special training against these hated foes.

NATURE

Vigil Lifespawn are the ancient guardians of low-ranking Choir-members and Senators, trusted with the protection of the universe's cosmic masters and celebrated for their honor, determination and stoic vigilance.

When a new Vigil is spawned by the Multiverse, it is immediately paired to a single master or mistress; in caste-based societies, this is ideally done while the master is still a child. Except when responding to direct orders, or commanding the rabble to move away from their masters, Vigils no not speak, nor do they directly interact with mortals. Though sentient, Vigil are as emotionless as machines with all creatures that are not their masters. To their masters, and only behind closed doors, Vigils are hyperactive puppies, affectionate and demonstrative.

Vigils would gladly die to protect their master, and their bio-mechanical anatomy is designed so the gleaming creatures can destroy themselves to give their masters a second chance at life. For Vigils, this form of evolutionary suicide is the only permissible atonement for the sin of failing to protect their masters.

Vigils resemble roughly humanoid golden mannequins more than 12 ft tall. Their bodies are a light yet durable xeno-alloy that glistens brightly. Their hollow bodies are open at the crown of the skull, revealing the colorless energies that burn within. A Vigil's body terminates just below the ribcage, and several feet below a free-floating sphere of the same gleaming golden alloy spins slowly where their legs should be. Vigils wrap themselves in colorfully dyed robes, togas and wraps, often choosing the heraldic colors favored by their masters.

Void Orcs on the Rampage!
The Orc race is well dispersed throughout the Multiverse, and is one of the cosmos' most prolific and successful experiments. The space-based Void Orcs are a savage, carnal species of Orc that rampage across the stars, drawn by the sheer exuberant joy of battle. In rowdy hordes resembling a pan-galactic soccer mob, these burly, underequipped, yet technologically adept Void Orcs descend on weakly defended planets from rusting, bolted-together drop ships, slaughter every man or woman who raises a weapon against them and take anything and everything they want.

VOID ORC – CR 1

Medium CE Humanoid (orc) Warrior 3
XP 400
Init +2 **Senses** Darkvision 60 ft, Perception +1
Languages Galactic Common, Orc

Defense
AC 14 **Touch** 10 **Flatfooted** 14
(+4 equipment)
HP 3d10 +9 hp (26 HP)
FORT +6 **REF** +1 **WILL** +2
Defensive Abilities Ferocity

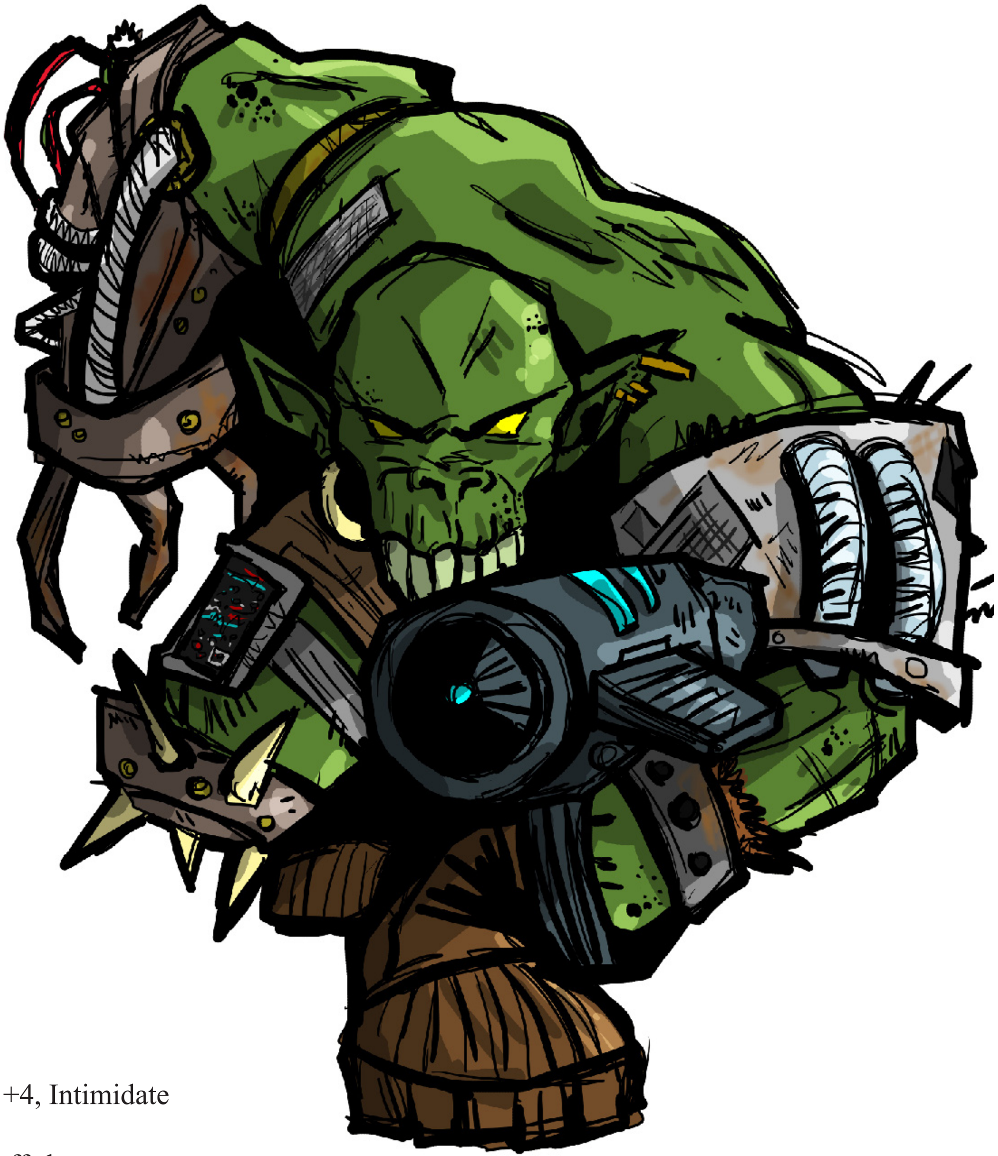
Offense
Spd 30 ft
Melee +7 chainsaw (3d6+4 slashing, 18-20/x2)
Ranged +3 sawed-off shotgun (2d8 ballistic, 20/x2, 10 ft range increment, single shot, 2 internal) or
+4 *butchery saw* (1d8+1 slashing, 20/x3, 130 ft maximum range)
Spell-like Abilities
(CL 3rd, Concentration +3)
1x/day – butchery saw

Statistics
Str 19 **Dex** 11 **Con** 16 **Int** 7 **Wis** 13 **Cha** 11
Base Atk +3 **CMB** +7 **CMD** 17
Feats Meaningful Ink, Power Attack
Skills Craft (mechanical) +4, Handle Animal +4, Intimidate +4 (+6 when chainsaw is equipped)
Gear 'kitchen sink' armor, chainsaw, sawed-off shotgun and 8 shells, bedroll and mechanical tool kit

Ecology
Environment any land (nomads native to horde-ships based in deep space)
Organization variable from 2-3 Orc gangs to raiding parties of up to 30 accompanied by 1-2 Wreckweeds and 1 Boss (Void Orc Barbarian 4)
Treasure standard (including gear)

SPECIAL ABILITIES

Mankiller Ink (EX)
The Void Orc's horrifying tattoos promise death to mankind! The Void Orc gains a +2 morale bonus on damage rolls made against Humans.



NATURE

This green-skinned scumbag is a typical member of a Void Orc horde. Long on violence, short on brains and with a real committed love for his chainsaw. He's covered, toes to tusks, in grotesque tattoos and battle-scars. Outside of battle, this Void Orc earns his rations doing basic mechanical work to keep his horde-ship flying.

VOID ORC HORDE – CR 9

Gargantuan CE Humanoid (orc, swarm)
XP 6,400
Init +4 **Senses** Darkvision 60 ft, Perception +0
Languages Galactic Common, Orc

Defense
AC 12 **Touch** 8 **Flatfooted** 10 (-4 size, +2 DEX, +4 armor)
HP 14d8 +56 hp (119 HP)
Fast Healing 10 (epic or mythic)
FORT +11 **REF** +6 **WILL** +4
Defensive Abilities Swarm Traits (see modifications below)
Vulnerable Area Effect Attacks

Offense
Spd 40 ft
Melee swarm damage (4d6+6 slashing plus Bleed 4 and grab)
Melee +10 concentrated attacks (4d6+6 slashing plus Bleed 4 and grab)
Special Attacks Constrict (4d6+6 slashing)

Statistics
Str 23 **Dex** 15 **Con** 16 **Int** 7 **Wis** 10 **Cha** 11
Base Atk +10 **CMB** +20 **CMD** 32
Feats Meaningful Ink, Power Attack, Toughness
Gear individual warriors are equipped as Void Orc Raiders, with 1d4+1 x100 members of each Horde

Ecology
Environment any land
Organization Void Orc Hordes might fight alongside ordinary Void Orc warriors and tribes, representing a major incursion by a Void Orc horde-ship
Treasure standard

SPECIAL ABILITIES

Against an Army (EX)
The Void Orc Horde Horde is allowed to make attacks of opportunity, despite this ability not normally being available to Swarms.

In addition to its Swarm damage, the Void Orc Horde can make one additional melee attack per round, at its full attack bonus, per opponent fighting against it, to a maximum of 10 attacks per round.

Horde (EX)
The Void Orc Horde is effectively an extremely large Swarm, composed of dozens or hundreds of Medium Humanoids rather than tens of thousands of Tiny or smaller Vermin. It has the Swarm subtype, but some Swarm traits are modified for the Void Orc Horde.

The Void Orc Horde deviates from the standard rules for Swarms in the following ways:

- The Void Orc Horde's Armor Class is based upon the size of the component Horde, and it is vulnerable to physical damage normally. The hundreds of snarling Orcs that make up the Horde are easy enough to kill individually, but the Horde itself is difficult to disperse.
- The Void Orc Horde may make attacks of opportunity with its Swarm Attack, in which case, use the listed melee attack bonus.
- The Void Orc Horde is considered to have 10 ft reach, and can threaten opponents within 10 ft of an occupied square.

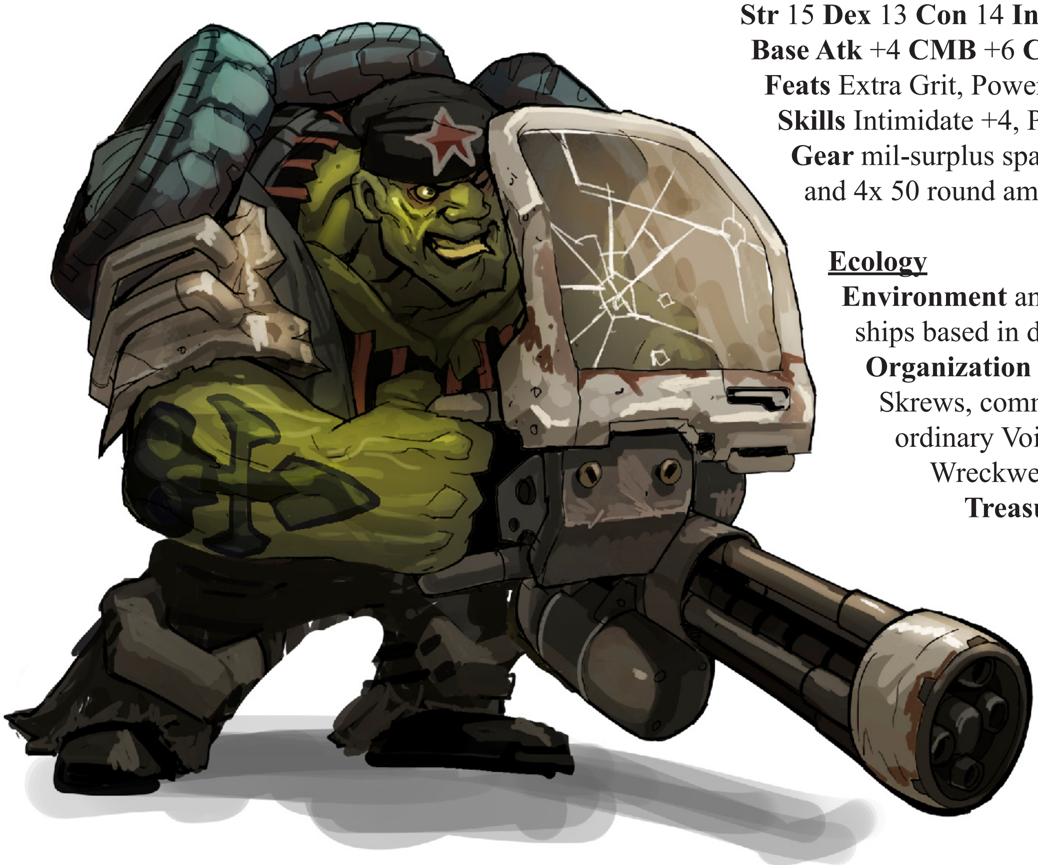
Humanity Defiant Ink (EX)
The Void Orc Horde's members are distinguished by spiraling brands that provide them with a +1 morale bonus on all saving throws against spells, powers and effects generated by Human characters.

Shapeable Area (EX)
The Void Orc Horde occupies a total of 36 squares, on a battle mat, but it can shape this number in any way it wishes as a free action. Squares need not be contiguous, as long as there is no more than 30 ft from another component square, and the squares can clearly see and hear one another.

Tide of Blood (EX)
Void Orc Hordes are indomitable and ferocious warriors, who never surrender and do not die easily. When reduced to half maximum Hit Points for the first time in an encounter, the Horde enters a blood rage. In this state, the Horde's speed increases to 60 ft, and it inflicts an additional two dice of damage with its Swarm Attack and Concentrated Attack melee attack lines.

NATURE

Void Orc Hordes are a howling mob of blood-thirsty Void Orc raiders, bent on slaughtering everything in their path, and making off with all the booze, food, and techno-loot they can carry. A Void Orc Horde of this size represents a major incursion by the raiders. A well-prepared, city-sized horde-ship might unleash tens of thousands of Void Orc Hordes, all attacking the target world or station simultaneously. Void Orc starships are cramped, fetid warrens, home to millions of the green-skinned beasts. The Void Orcs have infantry to waste, and Void Orc Cap'ns don't have any compunction about wasting lives capriciously to gain a momentary advantage.



VOID ORC MACHINE GUNNA – CR 3

Medium CE Humanoid (orc) Gunslinger (gun tank) 4
XP 800
Init +5 **Senses** Darkvision 60 ft, Perception +6
Languages Galactic Common, Orc

Defense
AC 16 **Touch** 11 **Flatfooted** 15 (+1 DEX, +5 equipment)
HP 4d10 +8 hp (26 HP)
FORT +6 **REF** +5 **WILL** +2
Defensive Abilities Ferocity
Immune suffocation, vacuum, radiation (space suit)

Offense
Spd 20 ft
Melee +6 chainsaw (3d6+2 slashing, 18-20/x3)
Ranged +5 M-2 heavy machine gun (2d12 ballistic, 20/x2, 110 ft range increment, full autofire, 50 round ammo belts)
Special Qualities Deeds, Gunsmith, Lucky, No Breath (space suit)
Grit 5 points
Deeds Bullet Deflection, Deadeye, Gunslinger's Initiative, Gun Tank's Resolve, Quick Clear, Utility Shot

Statistics
Str 15 **Dex** 13 **Con** 14 **Int** 6 **Wis** 13 **Cha** 9
Base Atk +4 **CMB** +6 **CMD** 17
Feats Extra Grit, Power Attack, Wild Autofire
Skills Intimidate +4, Perception +6
Gear mil-surplus spacesuit, M-2 heavy machinegun and 4x 50 round ammo belts, chainsaw

Ecology
Environment any land (nomads native to hordeships based in deep space)
Organization usually serve as Bosses or Skrews, commanding several platoons of ordinary Void Orcs and accompanying Wreckweeds
Treasure standard (including gear)

SPECIAL ABILITIES

Gun Tank's Resolve (EX)
When the Void Orc Machine Gunna is wearing medium or heavy armor and is subject to a critical hit or sneak attack, he can spend 1 Grit as an immediate action to gain a 25% chance to negate the critical hit or sneak attack damage.

Mil-Surplus Armor (EX)
At the beginning of each encounter roll D20. On a roll of 1, the Void Orc Machine Gunna's mil-surplus space suit cataclysmically fails. It provides no equipment bonus to AC and its space suit property deactivates. The armor can be repaired with a DC 15 Craft (mechanical) check.

Space Murderer (EX)
The Void Orc Machine Gunna receives a +1 racial bonus on attack rolls against *Shippers/Anthros* and *Proximites*, due to special training against these hated foes.

Wild Autofire (EX)
As a full round action, the Void Orc Machine Gunna can make a wild autofire attack. Doing so applies the Machine Gunna's ranged attack result to all allies adjacent to either the Machine Gunna or any intended target to in addition to the attack against the intended target (s). Any target struck by wild autofires suffers an additional +d12 ballistic damage, and must succeed at a DC 15 WILL Save or drop prone. This is a mind-affecting, fear effect.

NATURE

The Void Orc Machine Gunna is a veteran of a hundred skirmishes, equipped with over one hundred pounds of purpose-built machine gun and ammunition. When the Machine Gunna pulls the trigger, he enters a psycho trance like a drug-rush, high on 400 rounds per minute, ecstatic about shooing everything in sight to powder. The Void Orcs under his command make damn sure the Machine Gunna is in front of them when he starts firing, because they know the Machine Gunna doesn't give a shit about friendly fire.

VOID ORC WRECKWEED – CR 4

Huge CE Plant (mecha)*
XP 1,200
Init +1* **Senses** Lowlight vision, scent, Perception +7
Languages Understands Orc, but cannot speak*

Defense
AC 17 **Touch** 9 **Flatfooted** 16 (-2 size, +1 DEX, +8 natural)
HP 5d8 +25 hp (48 HP)
FORT +9 **REF** +2* **WILL** +3*
Immune plant immunities
Weaknesses Intelligent Pilot

Offense
Spd 75 ft
Melee +8 ram (2d6+7 bludgeoning, 20/x2) or
+9 chainsaw (3d6+7 slashing, 18-20/x2, 30 ft reach)

Statistics
Str 25 **Dex** 13* **Con** 20 **Int** 1* **Wis** 14* **Cha** 9*
Base Atk +3* **CMB** +12* **CMD** 23*
Feats Cleave, Power Attack, Weapon Focus (chainsaw)
Skills Perception +7

Ecology
Environment any land
Organization usually found as part of a Void Orc ground-based raiding party, accompanied by dozens of Void Orc Warriors 1 and a few other Wreckweeds
Treasure standard

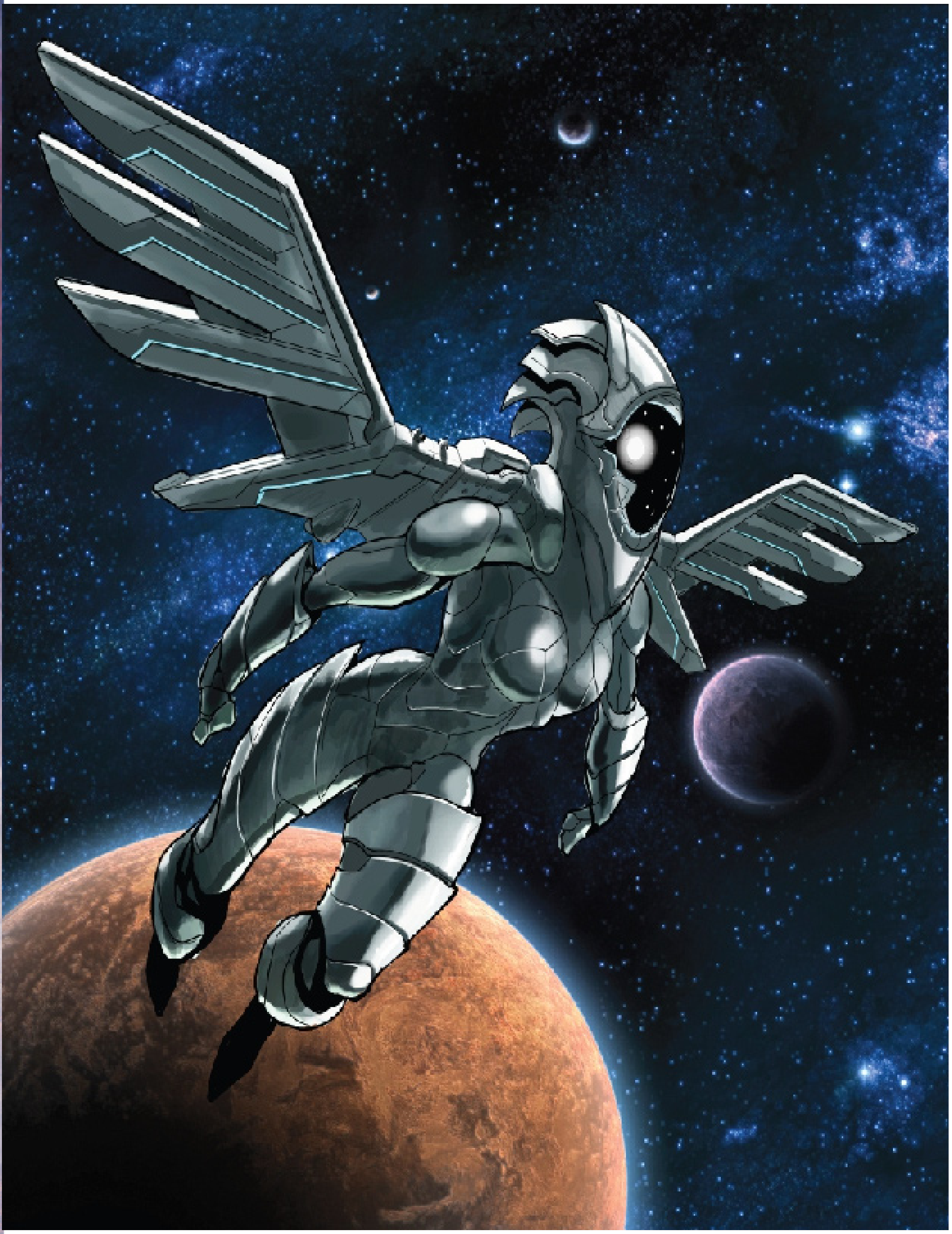
SPECIAL ABILITIES

Crew Capacity (Ex) The Wreckweed can carry up to 10 Medium-sized creatures, providing cover to the two crew members riding in the cab and total cover to the 8 passengers riding in the vehicle's rear.

NATURE

Wreckweeds are unique Void Orc vehicles – if you stretch the definition of vehicle to include a genetically engineered and ravenously hungry vine colony wearing the shell of an ancient truck like a hermit crab's shell. A thick node of tangled green, black and rot-brown vines replaces the junked vehicle's engine and drive train, powerful fibrous bundles providing motive power to a set of heavy-duty, all-terrain wheels. Sensory vines drape the hood and roof top, allowing the plant-monster to sense the world from within its rusting steel carapace. Long tendrils connect the crudely up-armored vehicle to a massive industrial chainsaw, with a cutting surface nearly the size of the vehicle's cab.

Wreckweeds are mindlessly aggressive, a danger to even their Void Orc handlers. When not needed for battle, the plant-machine monsters are kept trapped behind sturdy, steel walls. Once contained, a Wreckweed might slam itself at its confinement for up to an hour, only settling into a surly dormancy once the prison's inescapability has been definitively proven. In battle, Wreckweeds must be restrained from devouring a fresh kill if other targets still threaten it. The Wreckweed's first instinct is always to feed, so as to repair itself. Wreckweeds are beloved by Void Orcs because, unlike captured tanks and converted 'technicals', Wreckweeds need no routine repairs, no gasoline, nothing but blood and meat. The species is a variant strain of the same fungal infection that produces the Bloodspore Orc mutation.



VOIDSPARROW – CR 9

Medium LG or LN Monstrous Humanoid (cyborg) Ranger (skirmisher) 10
XP 6,400
Init +4 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +15 (+17 visual)
Languages Galactic Common, English or 1-2 other Earth languages of choice

Defense
AC 24 **Touch** 14 **Flatfooted** 20 (+4 DEX, +6 armor, +4 natural)
HP 10d10 +30 hp (85 HP)
Defensive Abilities Evasion
FORT +10 **REF** +11 **WILL** +5
Immune Ballistic, suffocation, drowning, vacuum, blindness, thirst/hunger, the sickened and nauseated conditions, death effects, ability damage/drain, energy drain, environmental heat and cold
Weaknesses Cybernetic Security Risk -2, Unhealing

Offense
Spd 30 ft Fly 500 ft (good) or 1,000 ft (perfect) in zero gravity, effectively 6 hexes, Hyperdrive Rating 1
Melee +13/+8 particle katana (2d8+1 fire, 20/sever limb)
Ranged +16/+11 spacer's blaster (2d6+1 fire, 20/x2, 75 ft range increment, semi-auto)
Favored Enemy Lifespawn subtype +6, Battlechanger subtype +4, Humanoid (Anthro) +2
Favored Terrain Deep Space +4, Sky +2
Special Qualities No Breath, Track +5, Swift Tracker, Wild Empathy

Statistics
Str 15 **Dex** 19 **Con** 16
Int 11 **Wis** 14 **Cha** 13
Base Atk +10 **CMB** +12 **CMD** 26
Feats Endurance, Far Shot, Fly-by Attack, Mini-Missile Flurry, Point Blank Shot, Precise Shot, Quick Draw, Weapon Focus (blaster pistols)
Teamwork Feats Duck and Cover, Lookout
Skills Acrobatics +17, Fly +25, Knowledge (local) +13, Perception +15 (+17 visual), Stealth +12, Survival +15 (+20 to track)
Gear *+1 particle katana, +1 spacer's blaster*/animal companion
Cybernetics
Headware – Onboard Computer, Advanced Cyberoptics, Facial Recognition Optics, Sensory Shield
Bodyware – Dermal Plating (medium, masterwork), Anti-Ballistic Body Weave

Ecology
Environment native to Deep Space
Organization typically fights as a mated pair, retreats if partner is killed; "wings" consist of 4-8 mated pairs
Treasure standard (including gear)

SPECIAL ABILITIES

Earth Defense Training (EX)
The Voidsparrow receives a +1 racial bonus on attack rolls made against creatures with the Battlechanger subtype due to your extraordinary training against these foes.

Facial Recognition Optics (EX)
The Voidsparrow is equipped with an onboard database of criminals and terrorists that updates regularly. The Voidsparrow receives a +8 equipment bonus on Perception checks made to see through a suspect's disguise. The Voidsparrow can pull up a complete criminal and personal history on any subject within her field of vision, assuming that person's records are on file with the cyborg's parent agency.

Mini-Missile Flurry (SU)
As a full round action, the Voidsparrow can unleash a mini-missile flurry against all targets within 500 ft who do not have total cover. The Voidsparrow can target up to 5 targets, inflicting 10d8 damage (half fire/half ballistic). This attack offers a DC REF 19 Save for half damage.

The Voidsparrow can unleash up to three (3) mini-missile flurries per day.

Skirmisher Tricks (EX)
The Voidsparrow can use a variety of skirmisher tricks a total of seven (7) times per day. The Voidsparrow knows the following tricks.

Aiding Attack (EX)
The Voidsparrow can use this trick as a free action when she hits a creature with an attack. The next ally who makes an attack against the target creature before the start of the Voidsparrow's next turn gains a +2 circumstance bonus on that attack roll.

Rattling Strike (EX)
The Voidsparrow can use this trick as a free action before she makes a melee attack. If the attack hits, the target is *shaken* for 1d4 rounds.

Sic'em (EX)
The Voidsparrow can use this trick as a swift action. Her animal companion makes one melee attack against an adjacent creature, the animal companion must be able to see and hear the Voidsparrow to make this attack.

Unhealing (EX)
As a fully cybernetic creature, the Voidsparrow does not heal damage naturally, though the cyborg can be repaired like any other high tech device. Healing spells and effects have half their usual effect when benefiting a Voidsparrow. A DC 20 Craft (cybernetics or electronics) check, and approximately an hour of work restores 1d8 HP to a damaged Voidsparrow.

All Voidsparrows require extensive maintenance, performed by a competent cyber-mechanic in a well equipped shop. Each month of active service, the Voidsparrow must undergo extensive diagnostics and repairs. Doing so requires the Voidsparrow to receive a DC 30 Craft (electronics/cybernetics) check, which requires at least 16 hours in a well equipped repair bay. Due to the Voidsparrow's unique design, non-Voidsparrow mechanics suffer a -5 penalty on this check.

If the Voidsparrow doesn't receive these repairs, he suffers a -1 penalty to his STR and DEX scores, and is considered *fatigued* until he receives these necessary refits. These penalties increase by one per week (maximum -10) until the Voidsparrow receives repairs. If the Voidsparrow performs nothing but rest or light activity during a month, he does not require maintenance, but any stressful activity puts a strain on his cyber-systems and increases the likelihood of a catastrophic system failure.

Voidsparrow Teamwork (EX)
Teamwork is drilled into every young Voidsparrow from the moment they take their first check flight. Voidsparrows work exceptionally well together, as a result. When the Voidsparrow aids, or is aided by another Voidsparrow character using the Aid Another action the bonus provided is +3.

ANIMAL COMPANION STATISTICS

The Voidsparrow has formed a bond with a Steel Hawk that serves as her animal companion. This gleaming chrome raptor can become the Voidsparrow's sidearm.

Hit Dice 5d8 + 5 hp (28 HP)
Senses lowlight vision **Initiative** +9
Size Small **Speed** 10 ft Flight 500 ft (average) Flight 1,000 ft or 4 hexes in zero gravity
AC 21 (+1 size, +5 DEX, +5 natural armor)
Senses Darkvision 60 ft, perceive unencrypted radio/television and wifi signals, Perception +4
Saves FORT +6 REF +10 WILL +4
Attacks two +9 talons (1d4+1 slashing, 20/x2) plus +9 bite (1d4+1 slashing, 20/x2)
Ranged Attack +9 in blaster mode
Ability Scores STR 10 DEX 20 CON 12 INT 2 WIS 14 CHA 6
Skills Fly +11, Perception +9
Feats Improved Initiative, Hover, Weapon Finesse
Special Qualities Evasion, Link, Share Spells

The Steel Hawk can transform into a +1 spacer's blaster as a move-equivalent action that never provokes attacks of opportunity. When fired in blaster mode, the Steel Hawk has the ***best attack*** *quality. Both the Steel Hawk and the Void Sparrow make ranged attack rolls, and use the better of the two results.*

NATURE

Voidsparrows are an extremely impressive clade of space-worthy cyborg warrior. Voidsparrows are instantly recognizable by their chrome hulls, candy-coated in gleaming chrome in a rainbow of high visibility colors, and the raptor-like styling of their helms and maneuvering wings. Volunteers for Voidsparrow conversion are driven, courageous astronauts who give up their birth-bodies for a chance at being a starflying cyborg superhero.

Voidsparrows protect human-flagged colonies and starships, often flying a lonely patrol alongside human crafts crossing the Big Black. Voidsparrow speed and firepower is usually all that stands between a threatened colony and extinction at the hand of Lifespawn predators and other raiders. Voidsparrows are typically deployed as a two-person element – the mated pair is the most basic, and strongest, element of Voidsparrow organization. Voidsparrow pairs are as likely to be homosexual as heterosexual, and the Voidsparrow organization makes no difference between relationships.

VON NEWMANN ANGEL – CR 3

Bloodline – Genesis
Small LG Construct (lifespawn)
XP 800
Init +2 **Senses** Darkvision 60 ft, perceive unencrypted radio/television/wifi signals, Lifesense 1 mile, Perception +10
Languages Binary, Star Droid

Defense
AC 17 **Touch** 13 **Flatfooted** 15 (+1 size, +2 DEX, +4 natural)
HP 4d10 +20 hp (42 HP)
FORT +1 **REF** +3 **WILL** +3
Immune Construct Immunities
Vulnerable Electricity
Weaknesses Lifecount 1

Offense
Spd 40 ft Flight (good) 1,000 ft space flight (perfect)
Melee two +6 slams (1d6+2 bludgeoning plus 1d6 electricity, 20/x2)
Ranged two +7 zaps (1d8 electricity plus *down convert* (W-DC 14 negates). 20/x2, 25 ft range increment)
Special Qualities Starflight
Spell-Like Abilities (CL 4th Concentration +7)
At Will – hacker spark, hard reboot, haywire (DC 13 where applicable)
- down convert (W-DC 14)

Statistics
Str 14 **Dex** 15 **Con** – **Int** 16 **Wis** 15 **Cha** 12
Base Atk +4 **CMB** +5 (+7 disarm)
CMD 18 (cannot be tripped)
Feats Fly-By Attack, Greater Disarm, Hover, Improved Disarm
Skills Craft (robotics) +14, Computer Use +7, Fly +13, Perception +10, Sense Motive +10 (racial modifiers: +4 Craft (robotics), +4 Fly)

Ecology
Environment any urban or deep space
Organization often accompanied by 4d6 Von Newmann Cherubs who act as scouts/servants
Treasure standard (in lair – usually salvageable electronic and robotic components)

SPECIAL ABILITIES

Fast Disassembly (EX)
If the VN Angel successfully disarms a character wielding a non-magical ranged weapon, it can completely disassemble that weapon as an immediate action. When the VN Angel disassembles a high tech ranged weapon, such as a spacer's blaster or a modern firearm, it recovers 5 HP as it integrates the weapon's components into its superstructure.

Specialist Disarm (EX)
If the VN Angel hits with both slam attacks, it may make a disarm combat maneuver against that target. This never provokes attacks of opportunity.

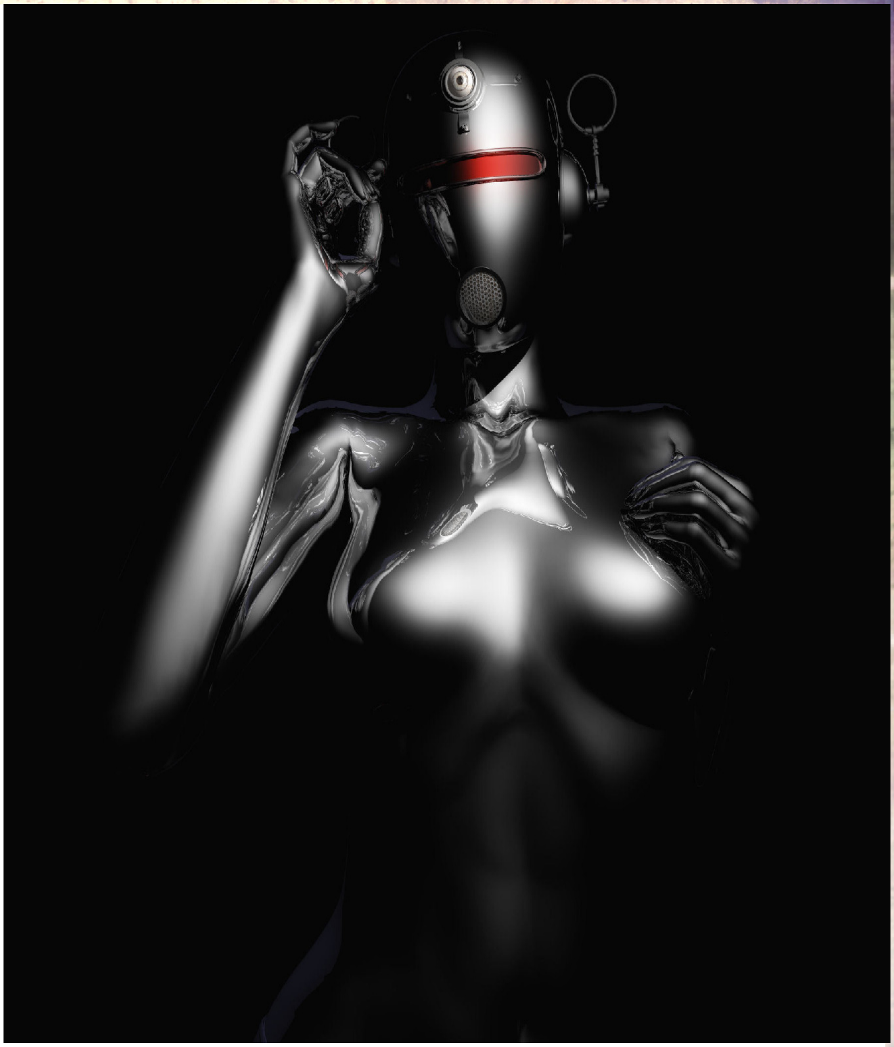
NATURE

Von Newmann Angels are significantly more powerful and intelligent members of a Von Newmann Cherub flock. VN Angels consider themselves the protector and shepherds of the more numerous and almost animalistic VN Cherubs rather than the swarm's leader. VN Cherubs build VN Angels rarely: the same resources that could assemble an Angel could be used to build 512 Cherubs. Many VN Cherub swarms have never felt threatened to the degree they were forced to construct a VN Angel, or were annihilated before they could finish construction.

Unlike VN Cherubs, VN Angels can easily communicate with humanoids, usually via a translator program. VN Angels are extremely protective of humanoids, especially civilians, and especially humanoids who have bonded with a VN Cherub. The normally genial mechanoids will resort to sudden and shocking violence if a humanoid under their care is threatened. Like their lesser cousins, VN Angels are extremely anti-gun and maintain a wariness that can easily turn to open hostility around armed insurgents, soldiers or police. When possible, the VN Angel destroys weapons, but when that is not possible, it will efficiently destroy weapon-wielders.

VN Angels seem to be more directed in their wanderings and occasional intrusive acts of heroism than the Cherubs themselves. VN Angels often appear on a world soon after an ***Abyss Fasutian*** takes an interest. ***The Genesis*** uses the weakest and least likely of his spawn as a check on the ambitions of his dark father.

VN Angels are large, roughly barrel shaped constructs. Their structure consists of several plate-sized and sensor studded disks rotating around a central axis. Each disk is separated from those above and below it by a few centimeters of electrically-charged space. Wiry manipulator limbs dangle from the VN Angel's undercarriage, flanking the gravity emitters that allow the child-sized droid to hover.



WAR BRIDE – CR 6

Medium LE Monstrous Humanoid (evil, human)
XP 2,400
Init +2 **Senses** Darkvision 90 ft, lowlight vision, Perception +15
Languages Grey, Infernal, Stonecutter, *telepathy* 100 ft
Aura Frightful Presence (60 ft, W-DC 16 plus Fearsome Violence)

Defense
AC 19 **Touch** 15 **Flatfooted** 16 (+2 DEX, +1 dodge, +4 armor, +2 deflection)
HP 8d10 +32 hp (76 HP)
FORT +6 **REF** +8 **WILL** +8
Immune disease, poison, suffocation, radiation, vacuum (No Breath)

Offense
Spd 40 ft
Melee +14/+9 particle tanto (1d8+1 fire, 19-20/x3)
Special Qualities No Breath
Spell-Like Abilities (CL 8th Concentration +10)
1x/day **–** Summon (1d3 Korbus, 100%)
1x/week **–** Interplanetary Teleportation or Plane Shift

Statistics
Str 21 **Dex** 14 **Con** 19 **Int** 11 **Wis** 15 **Cha** 15
Base Atk +8 **CMB** +13 **CMD** 25
Feats Bleeding Critical^B, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Critical (particle tanto), Mobility
Skills Bluff +13, Intimidate +13, Perception +15, Perform (sexual) +10, Sense Motive +10, Stealth +13
Gear masterwork studded leather, masterwork particle tanto

Ecology
Environment any (native to deep space)
Organization usually accompanying a Korbus mercenary force, or found in 'battle harems' of up to a dozen individual War Brides, serving a powerful military leader
Treasure standard (including gear)

SPECIAL ABILITIES

Dark Allure (EX)
The War Bride is sexually threatening and uses her beauty as another weapon of terror. The War Bride gains a +5 competence bonus on Intimidate checks against any creature that would be sexually attracted to her.

Frightful Presence (SU)
The War Bride can inspire terror by charging or attacking. Affected creatures must succeed on a DC 16 WILL Save or become shaken, remaining in that condition as long as they remain within 60 feet of the War Bride.

The War Bride has the Fearsome Violence feat, which improves its frightful presence. Each time the War Bride kills a living creature during a particular encounter, this save DC increases by 1. Creatures within range of the War Bride frightful presence aura must succeed on a new save after each kill.

NATURE

A galactic warlord who purchases a legion of ***Korbus*** mercenaries might be allowed to purchase the services of one or more War Brides…. If the payment is high enough, if the warlord's reputation dark enough. Where Korbus are brutish and direct – little more than barely sentient guided missiles, War Brides are cunning and clever. They are imaginative sadists.

To win a War Bride's loyalty, the contract is one of military service as well as a strange kind of marriage. War Brides are so named because they consider themselves the wife of their sworn employer, the creatures are fiercely loyal and serve until death. A War Bride will never allow their master another spouse, nor will they tolerate affairs. War Brides execute anyone their master loves, beside themselves, though they will allow a single master to hire myriad War Brides, to create a 'battle harem'. In addition to their excellence as mercenary commanders, War Brides are excellent torturers and interrogators. To their master they are bodyguards and willing bedmates, when called upon.

War Brides are muscular women who seal themselves into armored fetish-black latex. Their faces and identity are concealed beneath enigmatic visors. They are a warrior sisterhood, rather than a true species. They abduct girl children and recruit slaves with an aptitude for violence and condition them as young War Brides. The training is as cruel and brutally effective as anything a prospective ***Genocide Templar*** endures.

WARP WIDOW – CR 11

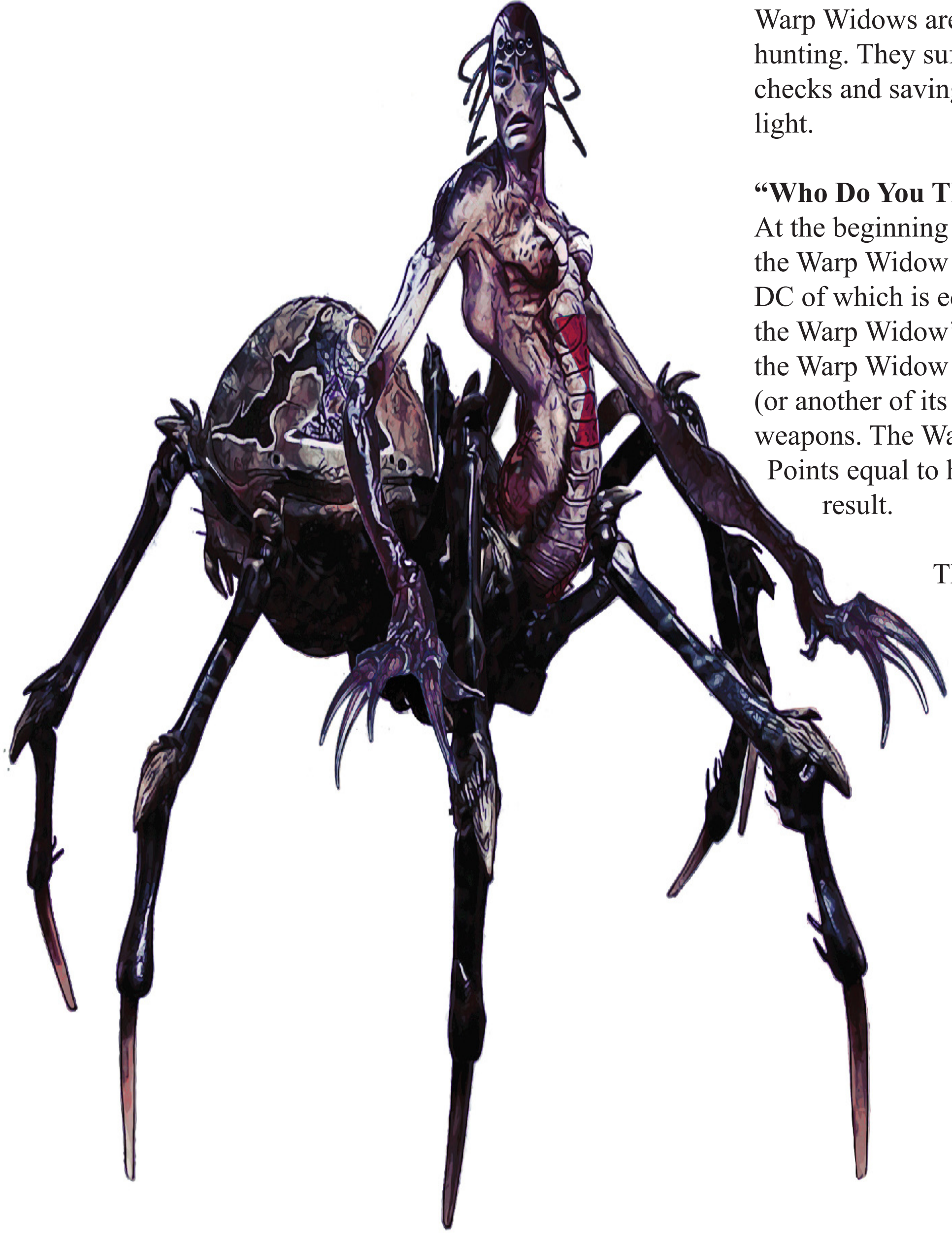
Huge LE Outsider (cyborg, lawful, native)
XP 12,800
Init +1 **Senses** Darkvision 500 ft, lowlight vision, scent, Perception +4
Languages Binary, Draconic, Galactic Common, Infernal, Proximite, Shipper Patois

Defense
AC 24 **Touch** 12 **Flatfooted** 22 **(**-2 size, +1 DEX, +1 dodge, +5 armor, +7 natural, +2 deflection)
HP 16d10 +48 hp (136 HP)
FORT +8 **REF** +11 **WILL** +14
Resist Electrical 10, Fire 10, Force 15, Pleasure 5
Immune Ballistic, Force, radiation
Weaknesses Nocturnal (-2 penalty on attack rolls, skill checks and saving throws in daylight or bright artificial light), Cyborg Security Risk -3

Offense
Spd 50 ft Climb 50 ft
Melee four +19 claws (1d8+5 slashing plus Bleed 1, 20/x2)
Ranged four +18 personal defense lasers (2d10 force, 19-20/x2, 100 ft range increment, full auto)
Special Attacks Rend (two claws, 1d8+5 slashing plus Bleed 1)
Spell-like Abilities (CL 16th Concentration +23)
At Will – BFG, web (R-DC 19), summon firearm
3x/Day – blink
- slow (W-DC 20)

1x/Day – interplanetary teleportation
- summon (1d3 Knowledge Ticks, 45%)

Statistics
Str 20 **Dex** 13 **Con** 16 **Int** 25 **Wis** 18 **Cha** 12
Base Atk +16 **CMB** +22 **CMD** 38 (cannot be tripped)
Feats Deadly Aim, Dodge, Improved Critical (personal defense lasers), Improved Precise Shot, Mobility, Pinpoint Targeting, Point Blank Shot, Precise Shot, Run, Shot on the Run
Skills Acrobatics +11, Bluff +20, Climb +15, Computer Use +20, Craft (cybernetics) +26, Craft (firearms) +30, Craft (mechanical) +26, Drive +11, Knowledge (local, tactics, technology) all at +26, Intimidate +20, Pilot +11, Stealth +12
Gear ring of protection +2, masterworks mechanical and electronic kits, Tier IV light starship
Cybernetics
Headware **–** Onboard Computer +3, Technical Database, Targeting Optics +2
Bodyware – Anti-Ballistic Body Weave, Medium Dermal Plating, Radiation Scrubber, Redundant Organs, Lazarus System



Nocturnal (EX)
Warp Widows are evolved for darkness and subterranean hunting. They suffer a -2 penalty on attack rolls, skill checks and saving throws in daylight or in bright artificial light.

"Who Do You Think Assembled Your Blaster?" (EX)
At the beginning of the encounter, as a standard action, the Warp Widow can attempt a Craft (firearms) check, the DC of which is equal to 10 + the average party level of the Warp Widow's opponents. If this check is successful, the Warp Widow gains the ability to exploit weaknesses it (or another of its species) built into the opponent's ranged weapons. The Warp Widow gains a number of Sabotage Points equal to her successful Craft (firearms) check result.

The Warp Widow can spend Sabotage Points at any time, as a free action, even on another creature's turn. Unused Sabotage Points are lost at the end of an encounter. The Warp Widow can spend any number of points desired, including points used for different purposes (such as penalizing both a shot's attack roll and damage roll)

The Warp Widow can spend Sabotage Points to:

- Reduce a ranged attack roll with any firearm or energy weapon (-1 penalty per S.P. spent)
- Reduce a damage roll with any firearm or energy weapon (-1 damage per S.P. spent, can reduce a damage roll to 0 HP)
- Force the weapon to target the shooter's ally, provided that ally is within 50 ft of the Warp Widow and within line of sight. Make an attack roll normally against the new target. (Flat 5 S.P. cost)
- Provide a bonus on ranged attack roll with any fire arm or energy weapon, or increase damage by +1 (+1 bonus per S.P. spent, usually used in conjunction with the above ability)
- Force a weapon to eject all remaining rounds or its magazine/energy cell (Flat 5 S.P. cost)
- Destroy a weapon. Weapon explodes, inflicting upon the wielder 1d6 fire damage per shot remaining (Max 10d6, R-DC 18 half) (Flat 10 S.P. cost)

Sabotage Points only affect high tech ranged weapons and firearms. At the GM's option, crude firearms, (such as revolvers) might be immune to the Warp Widow's

Ecology
Environment warm deserts (native to the planet ***Shant***, sometimes found on other warm deserts)
Organization solitary or accompanied by several ***Knowledge Tick*** servants/children
Treasure double standard (in lair)

SPECIAL ABILITIES

Lazarus System (EX)
Warp Widows prepare for every eventuality, including death. Once per day, if the Warp Widow is reduced to negative hit points, in addition to instantly stabilizing, her medical micro-bots activate and instantly restore 1d8+1 HP to the Warp Widow.

tampering. Likewise, innate ranged energy attacks are usually immune to this effect, though the GM has final say on what abilities are and aren't vulnerable to tampering. For example, a half dragon's breath weapon is completely immune, but a cyborg's built-in energy blast might not be, especially if the blaster was built using components a Warp Widow might have potentially had access to. This ability does not affect thrown or muscle powered weapons (such as spears or sling bullets, ect).

NATURE

Warp Widows are a rare breed of coldly intelligent technologists, savants at weapon design whose expertise in crafting tools of violence outshines even the legendary and feared ***Gunnokk*** species. The species has only the most rudimentary culture of its own – Warp Widows keep to their own fortified caverns and stay out of one another's ranges, upon penalty of death. Instead, the race makes a comfortable living as amoral arms merchants, willing to sell to any faction willing to meet their price.

Warp Widows are arachnituars, with the thorax and abdomen of a massive web-spinner spider, and a mostly humanoid upper torso and forelimbs. These creatures have mottled purple, black and grey hides capable of withstanding laser fire and are prodigiously strong. Warp Widows are an exclusively female species- the males are non-sentient parasites, resembling hand-sized ticks that spend their entire lives attached to the female's thorax, fertilizing her. Warp Widows have mask-like, unexpressive faces that reveal almost nothing of the great and horrible thoughts that flit through their minds. Warp Widows move with a skittery speed, and their long fingers twitch and clutch and writhe constantly, as if the giant spiders were sketching the designs for new rail guns in the air before them.

Warp Widows speak multiple languages and are highly intelligent, but difficult to relate to. Warp Widows speak Galactic Common and several other languages. They have an enormous technical vocabulary and an almost autistic obsession with weapons, tactics and payment for their genius. These creatures know a million different words to describe the caliber of a bullet but stumble and stutter when looking for a word describing love, or friendship, or honesty, or describing an animal in any term other than in describing ballistic trauma. Warp Widows are known for their mastery of technomancy. Bionic circuits woven into their carapace allow them to slow local space/time fields, spin force-field based webs, and even teleport across galactic distances faster than a top-quality space cruiser.

Warp Widows use their abilities intelligently, and are not above using their teleportation talent as a last-ditch escape route; they will never fight to the death if they can avoid it. That's what underlings are for, after all.

Few humanoids realize that Warp Widows are the mature form of ***Knowledge Ticks***. They are cruel mothers and harsh taskmasters to their younger kin, considering them hopelessly naive and way too cheerful. They abuse Knowledge Ticks until the thousand years of adolescence pass, and the insectoids mature into a respectable, young arms merchant.

WISH BOX – CR 7

Large LE Construct (evil)
XP 3,200
Init +1 **Senses** Darkvision 90 ft, lowlight vision, Perception +3
Languages Infernal, *truespeech*

Defense
AC 20 **Touch** 10 **Flatfooted** 19 (-1 size, +1 DEX, +10 natural)
HP 9d10 +30 hp (80 HP)
FORT +3 **REF** +4 **WILL** +6
Immune construct immunities

Offense
Spd Flight 20 ft (poor)
Melee +9 slam (1d8 bludgeoning, 20/x2)
Spell-Like Abilities (CL 15th Concentration +20)
Constant – undetectable alignment, true seeing
At Will – detect (chaos, evil, good, law)
- summon (1d4+2 Solve/Seeks, 100%)
- summon Monster II

3x/day – bestow curse (W-DC 18)
- contact other plane (lawful evil planes only)

1x/day – geas/quest (W-DC 22)
- greater scrying
- legend lore
- limited wish

Statistics
Str 10 **Dex** 12 **Con** – **Int** 18 **Wis** 16 **Cha** 20
Base Atk +9 **CMB** +10 **CMD** 21
Feats Hover, Persuasive, Skill Focus (bluff), Taunt^B
Skills Bluff +17, Diplomacy +14, Intimidate +7, Knowledge (aranca, history, local and religion) all at +13, Sense Motive +12

Ecology
Environment any urban or ruins
Organization always solitary
Treasure incidental

FORTUNE TELLER
KNOWS, SEES, TELLS ALL

SPECIAL ABILITIES

Cold Reading (SU)
The Wish Box can use only use its divination abilities in response to a direct, stated question from a 'paying customer'. In all cases, the Wish Box is an intermediary for the request. The questioner is not aware of the results of the divination (if any), and the Wish Box is free to mix truth and falsehood as it chooses. The Wish Box receives a +5 competence bonus on Bluff checks made to lie about the result of a divination to a 'paying customer'.

Ironic Wishes (Sp)
The Wish Box can only use its *limited wish* in response to a direct, stated wish from a 'paying customer', and always in ways that seem initially helpful but soon turn tragic or have consequences the wisher didn't foresee. The *limited wish* typically manifests soon after the wisher next sleeps or rests, and only rarely occurs immediately. These ironic wishes are always punitive in nature, and cruelly moralistic, and whenever possible, their consequences punish the wisher for attempting to bypass the social order or rise above their station. (Think the Monkey's Paw in the hands of a by-your-bootstraps Republican asshole.)

If the Wish Box chooses to, it can simultaneously affect a 'paying customer' with either *bestow curse* or *geas/quest* while applying its *limited wish*. The 'paying customer' receives no save against either of these unwanted effects.

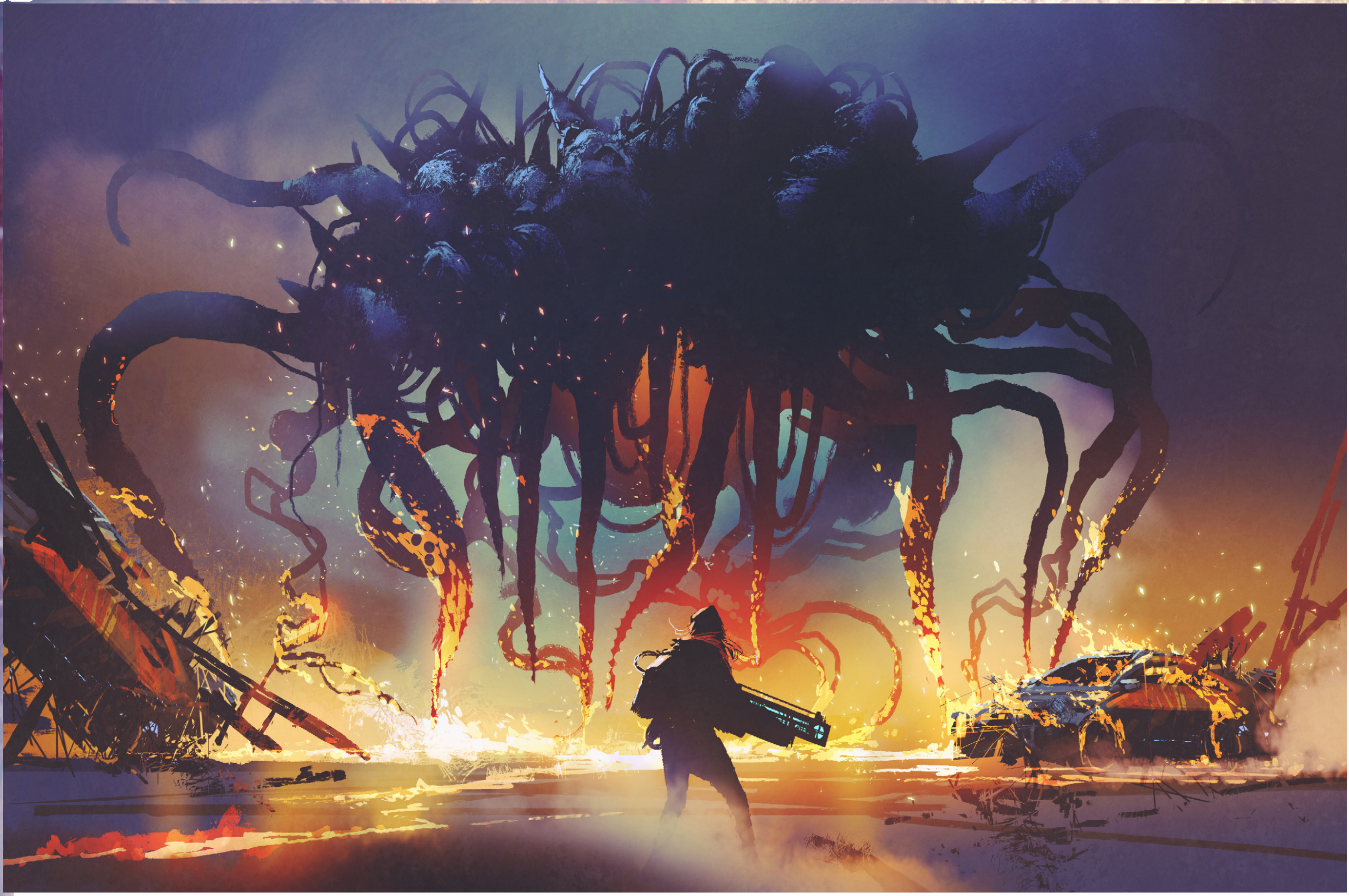
Paying Customers (EX)
Any character who gives the Wish Box any amount of money for a reading or other service automatically fails the next saving throw they are called to make against any of the Wish Box' spell-like abilities. They are considered willing to accept the spell, whatever the effect.

NATURE

Wish Boxes are strange machines that initially seem like harmless curiosities, then helpful, albeit mysterious genies, and finally reveal themselves as sadistic and punitive monsters. Wish Boxes look manufactured, but no actual supply chain has ever been discovered in their construction. Wish Boxes are content to lurk at the fringes of an ***Abyss Faustian's*** plans for the galaxy, though the Wish Boxes do not seem to actually be Abyss occult-tech.

Wish Boxes seemingly exist only to cause misery, one fleeced customer at a time. Wish Boxes are keenly intelligent and highly creative. They've got a phenomenal memory, awareness of current events, and an ability to manipulate situations through catspaws and underlings (not to mention magic) to turn even the most harmless wish into something ultimately lethal. A Wish Box' twisted punishments can be legendary and might take days or weeks to come to fruition once a wish is made…. but they always bear lethal fruit. They are exceedingly patient, dispensing pre-recorded fortunes and lucky number tickets for months or years before beginning a scam against a particularly ripe target.

Wish Boxes are animatronic humanoid mannequins kept in a colorful arcade cabinet. Though fully self-aware, they pretend to be simple coin-operated amusements running a coin-operated fortune telling scheme… though suspicious users might catch a malicious, self-satisfied gleam in their painted eyes if they look close. For some reason, the animatronic doll is always painted and dressed as the worst kind of racial sterotype, and they have a voice-track to match. (There was a documented report of a Wish Box on Earth during the 1930s: it's cabinet declared it a "*Haitian Hoodoo Queen*" and its design was just as insulting as you'd imagine.) The ***Solve/Seeks*** a Wish Box summons have a similarly offensive appearance. Wish Boxes are barely mobile – capable of floating slowly to a new hiding place after destroying a prior mark's life, but not much more than that.



WORLDBOIL – CR 12

Bloodline – possibly Singular
Huge N Aberration (earth, lifespawn)
XP 19,200
Init -2 **Senses** Blindsense ½ mile, scent, Lifesense 10 miles, Budget Short Range Sensors, Perception +5

Defense
AC 22 **Touch** 4 **Flatfooted** 22 (-2 size, -2 DEX, +16 natural)
HP 17d8 +119 hp (196 HP)
FORT +11 **REF** +3 **WILL** +15
Immune Acid, Fire, Pleasure, visual effects (blind), suffocation, radiation, vacuum (No Breath)
Weaknesses Lifecount 2

Offense
Spd 20 ft, Burrow 20 ft, Flight 90 ft (average), Space Flight 1,000 ft or 6 hexes, Hyperdrive Rating 0.5
Melee four +31 geo-cracker lances (2d8+11 piercing plus 1d8 fire, 19-20/x2, lances have 30 ft reach)
Special Attacks Swallow Whole (2d8 fire plus 2d8 pleasure, AC 18, 20 HP)
Special Qualities Freeze (an odd terrain feature)

Statistics
Str 32 **Dex** 7 **Con** 22 **Int** 1 **Wis** 20 **Cha** 11
Base Atk +12 **CMB** +25 (+31 grapple) **CMD** 33 (cannot be tripped)
Feats Cleave, Great Cleave, Hover, Improved Grapple, Power Attack, Toughness
Skills Fly +11

Ecology
Environment any land (native to asteroids in planetary space)
Organization solitary
Treasure incidental

SPECIAL ABILITIES

Absorption (EX)
If two or more geo-cracker lances strike the same target, the target is effectively swallowed whole, even though the Worldboil does not have either a bite attack or a mouth in the conventional sense. The creature is absorbed into the feeding sacks on the creature's underside.

Geo-Cracker Lance (EX)
All squares adjacent to a target damaged by the Geo-Cracker Lance become difficult terrain.

Geo-Cancer (SU)
Anytime the Worldboil uses its burrow speed, it gains Regeneration 5 for the round. Each round it uses this Regeneration, a roughly 10 ft radius of ground around the Worldboil becomes incapable of supporting life, this radius expanding each round. Natural soil becomes depleted and lifeless, and plants die within this radius, much like a *plant blight* effect.

Nature

Worldboils gestate in seed pods left in ore-rich asteroids, preferring asteroid belts just barely beyond the 'Goldilocks Zone' where habitable worlds are most commonly found. Immature Worldboils seek out living worlds, crash-impacting somewhere desolate, and begin parasitizing the world. Draining the chemical energy from the planet's biosphere to grow to full size and maturity. They supplement their diet with whatever large animals they can kill during the process of turning once-verdant plains and forests into desolate, blasted wastelands. Worldboils are mostly sedentary hunters, allowing prey to come to them. They stay immobile so long, sentients nearby think of them only as an all-devouring pit rather than a mobile, flight capable creature.

The superheated innards of the Worldboil bubble and churn with Pleasure-based neurotoxins so intense that swallowed creatures do not even feel the burning agony of their digestion. Digestion in the belly of a Worldboil is a strangely common method of suicide, and criminal cartels harvest the massive beasts to make Pleasure-drugs. ***Hedonist Cults*** often spring up around a Worldboil that has remained immobile for a few years.

Though few see the entire creature, a World Boil is a massive, radially-symmetrical creature somewhat resembling a jellyfish. The monster's upper surface is camouflaged with a thick, gnarled exoskeleton that resembles desert rock formations or very dry, very old wood. Its long, telephone-pole thick tendrils drip magma. A fleshy feeding sack on the creature's underbelly is sufficient to digest a warhorse whole.

WORLD SEEDER – CR 13

Bloodline – Genesis
Huge CG Aberration (Anthro, Lifespawn)
XP 25,600
Init +1 **Senses** lowlight vision, Darkvision 30 ft, Scent, Lifesense 1 mile, Perception +20
Languages Draconic, Grey, Stonecutter, a handful of other obscure languages

Defense

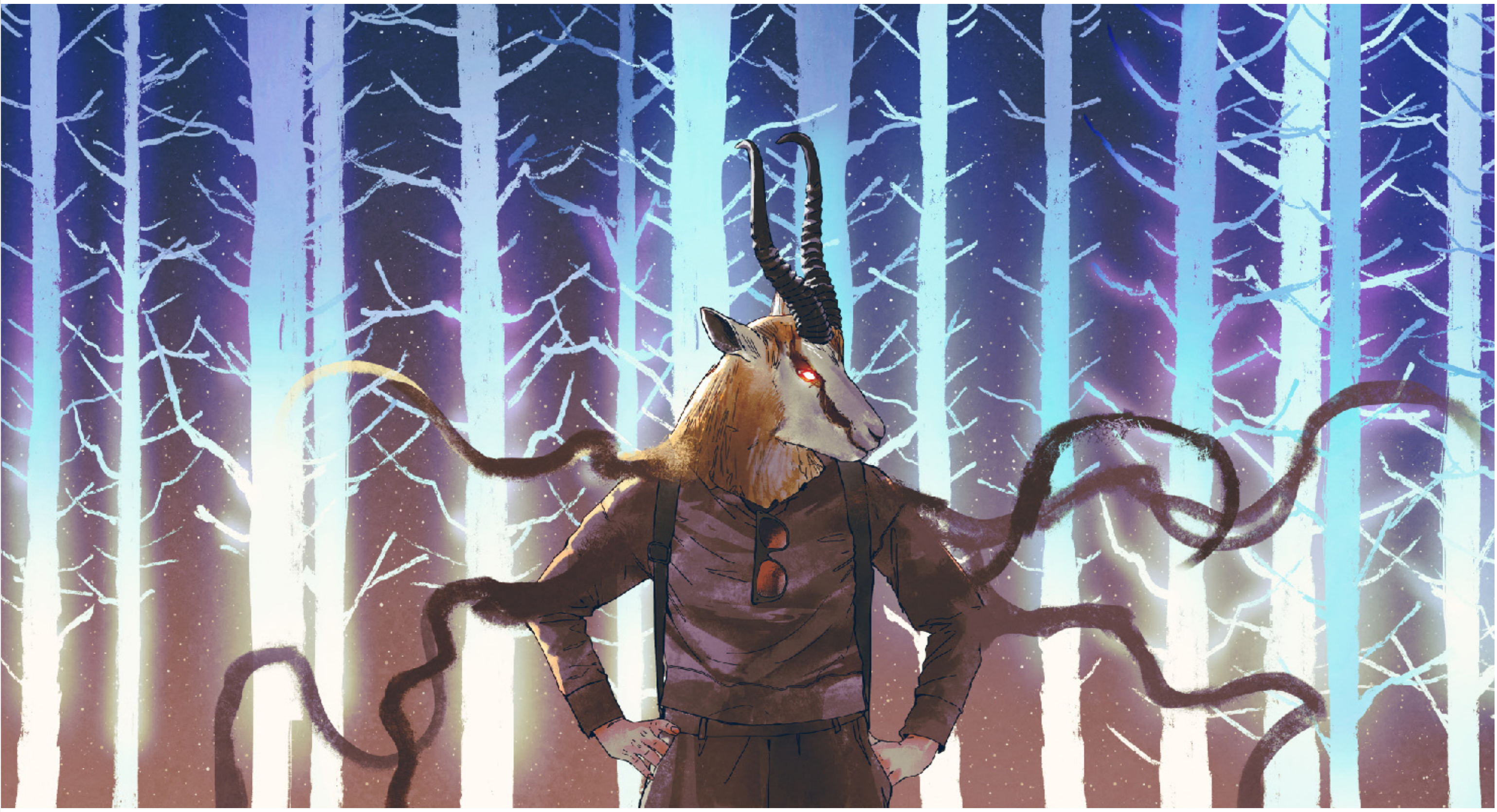
AC 16 **Touch** 13 **Flatfooted** 15 **(**-2 size, +1 DEX, +3 natural, +4 deflection**)**
HP 19d8 + 95 hp (181 HP)
FORT +11 **REF** +6 **WILL** +19
Immune disease, electrical, poison
Weaknesses Lifecount 3

Offense

Spd 40 ft
Melee three +16 claws (1d12+4 slashing) plus +16 tail whip (2d8 +4 bludgeoning, 20 ft reach)
Ranged two +13 horn lasers (4d8 electrical plus stun 1d6 rounds, FORT DC 23 netages, 20 ft range increment)
Special Qualities Death Begets Evolution, Wild Empathy
Spell-Like Abilities (CL 19th, Concentration +22)
Constant – Hide from Animals
At Will – Calm Animals (W-DC 14) Charm Animals (W-DC 14), Magic Fang, Purify Food and Drink, Stabilize
3x/day – Call Lightning (R-DC 16), Summon Nature's Ally VI or any lower level Summon Nature's Ally spell
1x/day – Awaken, Dominate Animal (W-DC 16), Greater Magic Fang

Statistics

Str 18 **Dex** 13 **Con** 19 **Int** 22 **Wis** 18 **Cha** 15
Base Atk +14 **CMB** +20 **CMD** 35 (cannot be tripped)
Feats Combat Expertise, Deadly Aim, Defensive Combat Training, Dodge, Educated, Point Blank Shot**,** Self Sufficient, Starship Operations, Step Up, Surgery
Skills Computer Use +24, Diplomacy +21, Heal +22, Knowledge (nature) +26, Knowledge (history) +26, Knowledge (technology)+24, Perception +20, Pilot +20, Sense Motive +20, Survival +22
Gear a top of the line light starship (typically Tier II) for personal use, fast-use med kit, advanced med kit, Lifechained specific med-kit, genetic laboratory, millions of credits of other scientific devices aboard ship



Ecology
Environment any, but prefers temperate plains
Organization always accompanied by a creature of the Animal or Magical Beast type of CR 5 or less, as a constant animal companion
Treasure triple standard (bio-tech, Anthro-made or Lifespawn-made artwork and cultural artifacts)

SPECIAL ABILITIES

Crown of Lightning (SU)
The World Seeder's body crackles with silvery-white electricity, which coalesces into arcing lightning at the crown of its horns. Any creature striking the World Seeder with a natural or melee weapon attack must succeed at a DC 23 FORT Save or suffer 1d8 electrical damage and be stunned for 1d6 rounds.

Death Begets Evolution (SU)
When the World Seeder dies, its body releases Lifechained pheromones and chemicals. A creature of the Animal type within 1 mile of the World Seeder with the highest Hit Dice (or highest CON score in the case of creatures with identical Hit Dice) must succeed at a DC 18 FORT Save or gain the Lifespawn subtype and gain Awakened Heritage (Nemesis) as a racial bonus feat. This feat is described in this sourcebook's appendix. The target animal is *sickened* for 24 hours due to the genetic changes.

If an animal delivered the deathblow to the World Seeder, it gains the Lifespawn subtype regardless of its total Hit Die. Ancient or dying World Seeders will often command an animal to slay them to pass on their genetic heritage to an especially fit specimen.

Lesser Lifechain (EX)
Unlike other creatures of the Lifespawn subtype, the World Seeder lacks the No Breath racial quality and still requires a breathable atmosphere. It can breathe virtually any form of atmosphere, even caustic or toxic atmospheres, but cannot survive vacuum nor suffocation.

NATURE

World Seeders are an ancient race of Nemesis bloodline Lifespawn, one of the most successful and (comparatively) benevolent examples of the breed. World Seeders travel the cosmos in highly advanced personal starships. They are rarely found in settled space, and have only the most passing familiar with Stonecutter or Grey culture. If they barely take notice of galactic mega-powers like the ***Stonecutter Mercantile Sphere***, humans are one very small step above simians. Lifechained humans, by contrast, are an interesting new evolutionary offshoot.

World Seeders have little contact with others of their own kind, and no real 'civilization'. Their culture could best be described as a distant, but somewhat friendly form of peer review; World Seeders only gather to share data or give a thorough, but dry, dissertation on the results of a particularly interesting evolutionary experiment.

In personality, World Seeders are mercurial, flitting from one conversational topic to another faster than even the most intelligent humanoid can follow. They are the quintessential mad scientists, but have a kindness about them. Many worlds tell stories of a World Seeder who came from the sky with a cure for a plague or a genetically engineered crop that ended hunger, and left just as abruptly, not even seeming to realize the significance of their gift. World Seeders embrace change, and evolution, and view it as their duty to disseminate beneficial Nemesis Lifespawn mutations as widely as possible.

World Seeders are odd creatures, who have evolved a form combining the most spectacular, eye-catching and beautiful mutations found in nature. They have doglike faces with multiple eyes (five to nine is the norm) each a dazzling color of its own; the end result is a strange, chimerical rainbow. World Seeders of both genders grow a phenomenal rack of antlers, which crackle with electrical energy that provides both a personal forcefield and a potent offense in the form of a blue-white laser beam. Their bodies are sheathed in feathers, fur and scales in an array of brownish or golden hues. World Seeders have a serpentine lower body which gives them great speed, and three asymmetrical arms, which end in nimble, scalpelesque talons.

THE XENOGAUNT SPECIES

The Xenogaunt are one of the oldest, most successful and most widely distributed species in the galaxy. An efficient breed of parasitoid with an incredibly complex lifecycle, Xenoguants go through a variety of intermediate stages before reaching their adult, mature form. The species' ultimate evolution involves the opening of a dimensional rift, summoning something ancient and vile into the cosmos and all Xenogaunts hold the secret to this dark ritual in their acidic blood.

Xenogaunts might represent one of the first hominid species to evolve in the galaxy, though their exact origins are unclear in the extreme. It is obvious Xenoguants are evolutionary paragons of the Singular bloodline, but their exact sector (much less world) of origin remains mysterious. Stonecutter records dating back millions of years detail disastrous early encounters with the species. The Xenogaunts appeared in Earth's popular fiction and mythology long before the Terran space program left its infancy, leading credence to the idea that humanity encountered the creatures sometime in their pre-history.

Over the millennia, various species and factions have claimed to have bred or domesticated Xenogaunts, though such claims are usually just empty propaganda. Variant Xenogaunt species are common: different chitin colors or shapes, modified hunting methods, new biological defenses. Competing hives fight wars to annihilation, the one gap in the unspeakable solidarity of the far-flung species.

NIGHTGAUNTS

The Nightguants (described in *Bestiary IV)* are an evolutionary offshoot of the Xenogaunt species. Compared to adult Xenogaunts, a Nightgaunt is both frailer and much more maneuverable. Nightgaunts are allowed to live among a hive unmolested, and the Nightguants revere the Xenoregis with a dim, superstitious awe. Nightgaunt allies will aid a hive as scouts and couriers, and assist in setting up ambushes and luring prey into the hive's clutches. Nightguants are often trusted to carry hibernating Xenogametes into distant territory, to expand the hive's reach and increase its odds of survival.

If you wish to emphasize a Nightgaunt's evolutionary relationship to Xenogaunts you can make the following modifications to the creature. These modifiers don't really affect the Nightgaunt's challenge rating.

- Add the Lifespawn and Xenogaunt subtypes, and give the creature Lifecount 1 and Lifespawn Immunities.
- Some Nightgaunts also have the No Breath and Starflight qualities, similar to those possessed by *Mi-Go* and many other Lifespawn. These creatures have a tactical space speed of 1,000 ft or 4 hexes.

XENOGAMETE – CR 2

Bloodline – Nemesis

Tiny N Animal (lifespawn, xenogaunt)

XP 600

Init +8 **Senses** Blindsense 60 ft, scent, Lifesense 1 mile, Perception +2

Defense

AC 17 **Touch** 17 **Flatfooted** 12 (+2 size, +1 dodge, +4 DEX)

HP 4d8 –12 hp (6 HP)

FORT +1 **REF** +8 **WILL** +3

Immune Lesser Lifespawn Immunities (requires an atmosphere), visual effects (blind)

Weaknesses Lifecount 1

Offense

Spd 50 ft Climb 40 ft

Melee +5 slam (1d3 bludgeoning, 20/x2 plus grab)

Special Attacks Constrict (1d3 bludgeoning plus xeno-infection), Grab (large), Strangle

Special Qualities Freeze (a small rock or lump of driftwood)

Xeno-Infection

Type: contact and injury disease

Save: FORT DC 12

Onset: 12+2d6 hours

Frequency: 1/hour

Effect: 1d4+1 CON damage

A creature reduced to 0 CON by this disease is agonizingly slain and within 1d4 rounds of their death, an immature ***Xenonate*** (this sourcebook) erupts from the corpse unless the body is completely destroyed before this occurs. The Xenonate's eruption destroys the corpse.

Cure: 2 consecutive saves

Statistics

Str 11 **Dex** 19 **Con** 5 **Int** 2 **Wis** 15 **Cha** 11

Base Atk +3 **CMB** +5 **CMD** 19

Feats Dodge, Greater Grapple B**,** Improved Grapple B, Improved Initiative

Skills Climb +9, Stealth +17 (+23 in *hiveresin* areas)

Ecology

Environment any land

Organization usually found in pods of 3d6 or as part of a mature ***Xenogaunt*** hive

Treasure incidental

SPECIAL ABILITIES

Bio-Toxic Fluids (EX)

All creatures within 10 ft of a Xenogamete when the creature is slain are exposed to the creature's mutagenic DNA and must succeed at a DC 12 FORT Save or contract ***xeno-infection***. Creatures in environmentally sealed armor or vehicles are immune.

Strangle (EX)

Xenogametes have an unerring talent for seizing their victims by the neck. A creature that is grappled by a Xenogamete cannot speak or cast spells with verbal components.

Stasis (EX)

The Xenogamete can enter hibernation as a full round action. In this state, the Xenogamete has no need for food, water, nor an atmosphere and is effectively immune to the passage of time. The creature remains in stasis until a creature of at least size Small enters its Blindsense radius.

Superior Grappler (EX)
The Xenogamete is designed to grab and inject prey with its DNA. The Xenogamete is treated as a Huge creature for the purpose of its CMB and CMD.

NATURE

Xenogametes are the first stage in the ***Xenogaunt's*** lifecycle, little more than a fast-moving, moderately clever DNA carrier. Like their name implies, the creatures are basically reproductive cells – spermatozoa with a purpose. Xenogametes can hibernate in perfect stasis for years until a prospective host attracts their notice. Once a Xenogamete bursts into furious motion, it moves like a fear-maddened cat, but it can only sustain such activity for a few hours at most. Once it attacks its prey, the Xenogamete quickly burns through its metabolic reserves and regardless of whether or not it infects a host, it dies very shortly afterward.

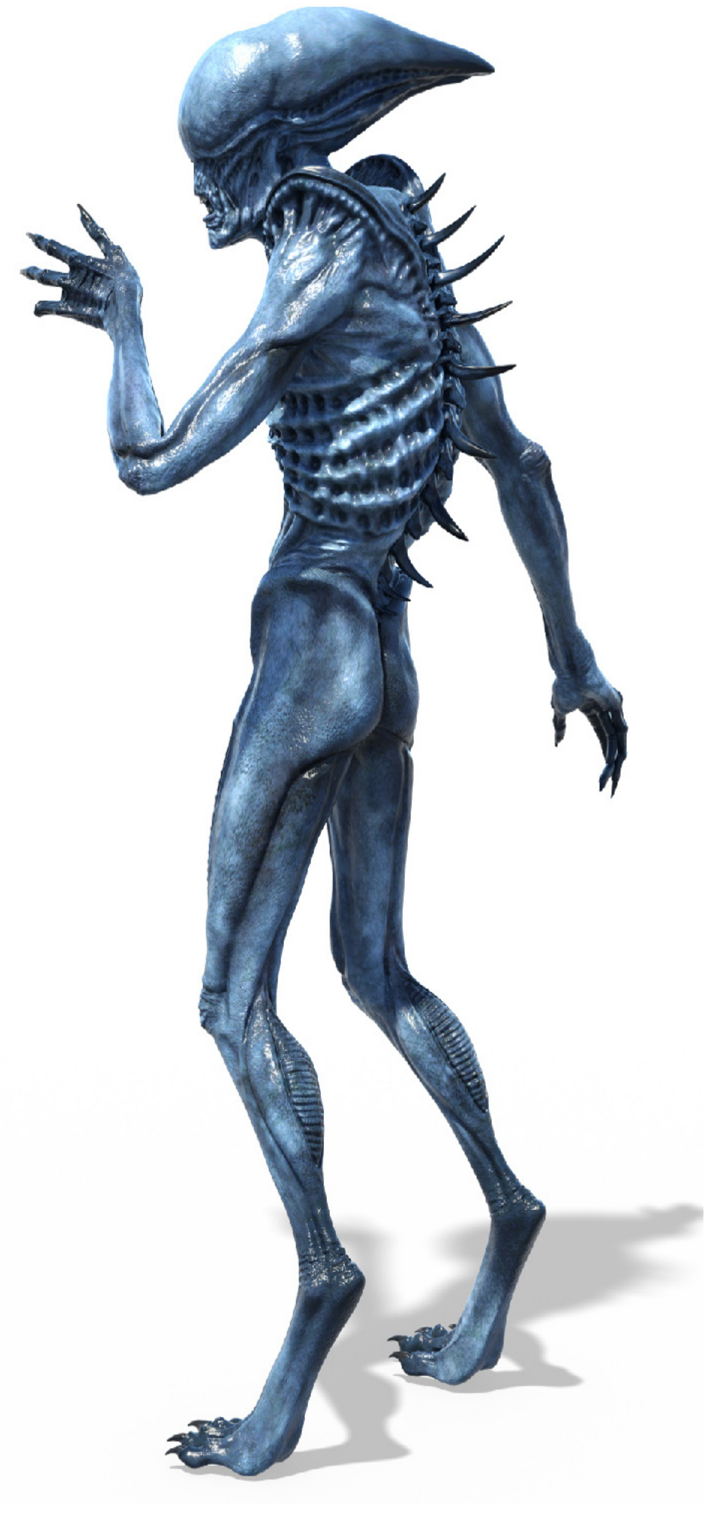
Xenogametes are small creatures resembling a horseshoe crab with a glossy black exo-skeleton. Though the creatures are only a little bigger than a man's fist, they are prodigiously strong and extremely fast. The creatures demonstrate problem-solving intelligence about equal to a Terran raccoon – they can unlock doors, manipulate latches, and have a natural aptitude for stealth.

XENOGAUNT – CR 9

Bloodline – Nemesis
Medium NE Monstrous Humanoid (lifespawn, Xenogaunt)
XP 6,400
Init +8 **Senses** Blindsense 120 ft, Blindsight 60 ft, scent, Lifesense 1 mile, Perception +10
Languages understands Galactic Common but cannot speak, telepathy 100 ft (fellow Xenogaunt creatures only)
Aura Frightful Presence (60 ft, targets become frightened, W-DC 17 plus Fearsome Violence)

Defense
AC 22 **Touch** 15 **Flatfooted** 17 (+4 DEX, +1 dodge, +7 natural)
HP 12d10 +72 hp (138 HP)
Fast Healing 5 (fire)
FORT +8 **REF** +12 **WILL** +11
Immune Lifespawn Immunities, Acid, visual effects (blind), mind-affecting abilities
Weaknesses Lifecount 1

Offense
Spd 40 ft Climb 40 ft
Melee two +16 claws (1d8+4 slashing, 19-20/x2) plus +14 bite (1d10+4 piercing plus 1d8 acid, 20/x3) plus +14 tail slash (2d6+8 slashing, 20/x4, 10 ft reach)



Special Attacks Pounce, Rake (two claws, 1d8+4 slashing)
Special Qualities Freeze (natural features; in *hiveresin* areas only)

Statistics
Str 18 **Dex** 18 **Con** 21 **Int** 8 **Wis** 16 **Cha** 13
Base Atk +12 **CMB** +16 (+20 grapple) **CMD** 30
Feats Combat Reflexes, Fearsome Violence ^{B}, Frightful Presence ^{B}, Dodge, Improved Initiative, Mobility, Spring Attack, Toughness

Skills Craft (architecture) +11, Climb +19, Perception +10, Stealth +19 (+25 near *hiveresin*), Survival +18

Ecology

Environment any land (prefers urban, underground and ruins)
Organization solitary, pair or swarms of up to 300 adults. A mature Xenguant hive consists of 1 *Xenoregis,* 3d6x10 *Xenogaunts* up to 500 *Xenonates* plus several hundred hibernating *Xenogametes.* Nuke the site from orbit, it's the only way to be sure.
Treasure incidental

SPECIAL ABILITIES

Acidic Blood (EX)
Any creature damaging the Xenogaunt with an unarmed strike or light melee weapon suffers 3d6 points of acid damage (REF DC 21 half).

Hiveresin (EX)
The Xenogaunt can secrete a waxy, black resin to construct its hive. Each Xenogaunt can secrete enough resin to fill up to seven 5 ft squares per day. This material has Hardness 2 and 50 HP. The Xenogaunt can shape the resin into fairly complex shapes (such as stairs, shelters and the like) with a successful Craft (architecture) check.

The Xenogaunt receives a +6 circumstance bonus on Stealth checks in areas significantly built-up with this *hiveresin*. The Xenogaunt can only use its Freeze quality in areas built up by *hiveresin.*

Frightful Presence (SU)
The Xenogaunt can inspire terror by charging or attacking. Affected creatures must succeed on a DC 17 WILL save or become *shaken*, remaining in that condition as long as they remain within 60 feet of the Xenogaunt.

The Xenogaunt has the Fearsome Violence feat, which improves its frightful presence. Each time the Xenogaunt kills a living creature during a particular encounter, this save DC increases by 1. Creatures within range of the Xenogaunt's frightful presence aura must succeed on a new save after each kill.

Lifecycle (EX)
When the Xenogaunt is slain, there is a 50% chance that 1d3 ***Xenogametes*** burst from its corpse 1d6 rounds after its demise, unless the body is completely destroyed before this time.

If healthy and well-fed, Xenogaunts can give birth to 1d4+1 ***Xenogametes*** per month; this process takes several hours and the Xenogaunt is helpless while giving birth.

Sadist (EX)
The Xenogaunt receives a +2 morale bonus on attack and damage rolls against targets that are *shaken, frightened* or *panicked*, and automatically confirms critical hits against these targets.

Tickle (EX)
The Xenogaunt can use its spined tail to molest and tickle a grappled or helpless foe with horrific efficiency. The Xenogaunt may tickle one foe per round as a swift action. This target must succeed at a DC 20 FORT Save or be *nauseated* for one round. The save DC is DEX-based.

NATURE

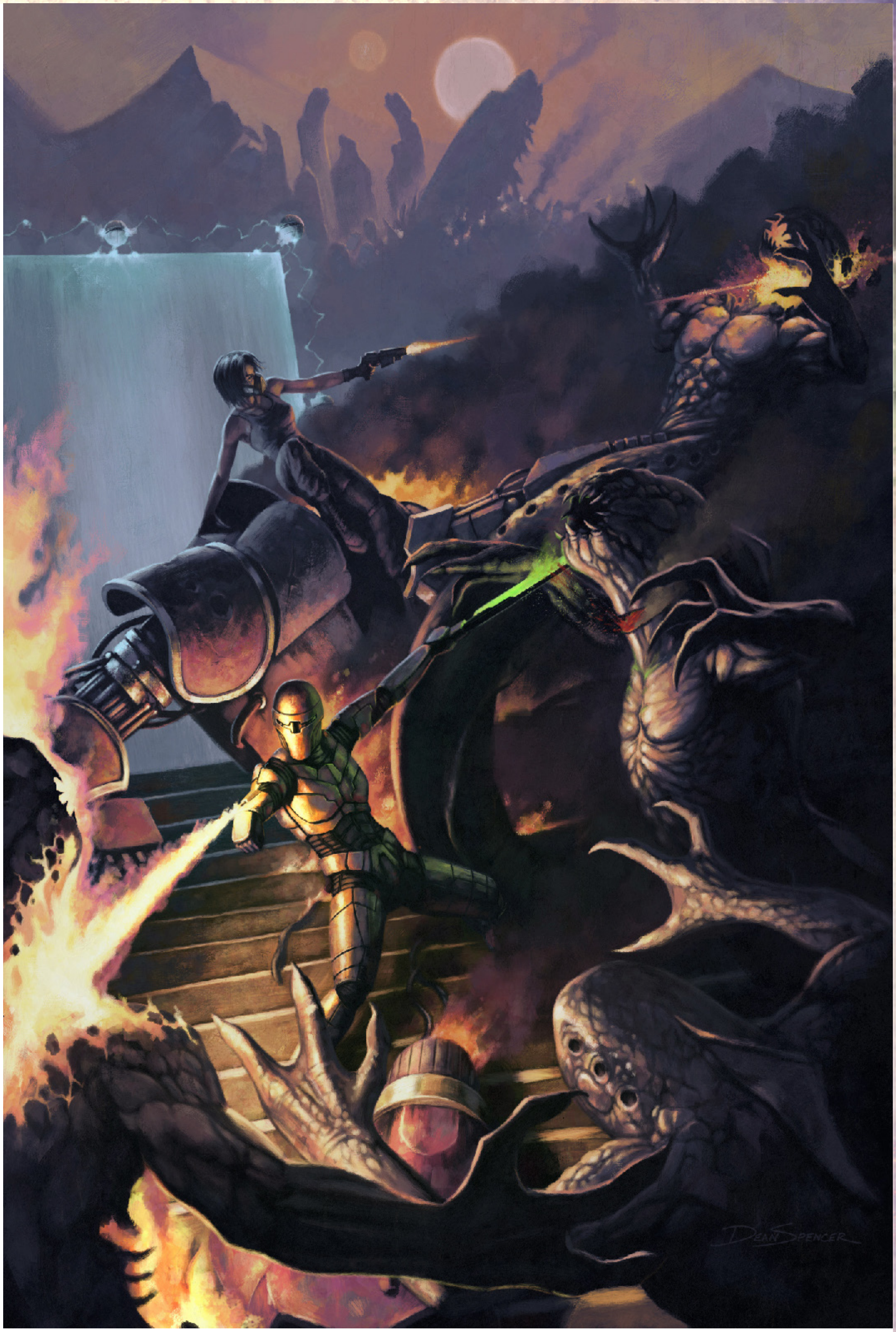
The Xenogaunt is the mature, adult form of the parasitic species, a sleek and efficient predator without compare. Xenogaunt are a pseudo-female hybrid of worker and warrior, who build the teeming, onyx-black hives that are the beating hearts of the species. Vast legions of Xenogaunts secrete oily black wax to build not only the hives themselves, but vast, round chambers with the size and grandeur of infernal cathedrals. There, performing a sadistic and murderous ritual that's encoded in their DNA, it is Xenogaunts who tear the dimensional barrier open to allow the fearsome ***Xenoregis*** into this realm.

Xenogaunts are among the most dangerous examples of their kind. While the earlier stages in the species' lifecycle are little more than exceptionally clever animals, Xenogaunts are fully sentient, though their culture and its needs are nothing like conventional humanoid motivations. Xenogaunts consider themselves part of a collective above all, and individuals are utterly fearless in defense of the hive. Commanded by a Xenoregis, these creatures are capable of incredible cunning and brilliant strategy. Even left to their own devices, Xenogaunts are intelligent enough to establish a small hive and begin breeding a new generation. Xenogaunts are skilled at remaining undetected in teeming urban environments, establishing a genetic beachhead in hostile territory.

Xenogaunts are tall, spindly bipeds significantly stronger than their emaciated appearance would suggest. The creature is sheathed in glistening black chitin. Xenogaunts move in a graceful crouch, with near perfect silence. The creatures are completely noiseless, though their warped body language indicates a distinct sadistic pleasure when they make a kill.

XENOMURDER HORDE – CR 15

Bloodline – Nemesis
Colossal NE Monstrous Humanoid (lifespawn, swarm, Xenogaunt)
XP 51,200
Init +8 **Senses** Blindsense 120 ft, Blindsight 60 ft, scent, Lifesense 1 mile, Perception +26
Languages understands Galactic Common but cannot speak, *telepathy* 100 ft (fellow Xenogaunt creatures only)
Aura Frightful Presence (60 ft, targets become frightened, W-DC 21 plus Fearsome Violence)



Defense
AC 11 **Touch** 7 **Flatfooted** 7 (-8 size, +4 DEX, +1 dodge, +4 natural)
HP 20d10 +140 hp (138 HP)
Fast Healing 5 (fire)
Defensive Abilities Swarm Traits (see modifications below)
FORT +13 **REF** +16 **WILL** +15
Immune Lifespawn Immunities, Acid, visual effects (blind), mind-affecting abilities
Vulnerable Area Effect attacks
Weaknesses Lifecount 3

Offense
Spd 40 ft Climb 40 ft
Melee swarm damage (8d10 slashing plus 3d10 acid plus Bleed 3, 20/x3)
Melee +18 concentrated attacks (4d10+6 slashing plus Bleed 5 and grab)
Special Attacks Distract
Special Qualities Freeze (natural features; in *hiveresin* areas only)

Statistics
Str 22 **Dex** 18 **Con** 25 **Int** 4 **Wis** 16 **Cha** 13
Base Atk +20 **CMB** +16 (+20 grapple) **CMD** 30
Feats Combat Reflexes, Fearsome Violence ^{B}, Frightful Presence ^{B}, Dodge, Improved Initiative, Mobility, Spring Attack, Toughness
Skills Craft (architecture) +20, Climb +29, Perception +26, Stealth +27 (+33 near *hiveresin*), Survival +25

Ecology
Environment any land (prefers urban, underground and ruins)
Organization only ever found as part of a mature, thriving Xenoguant hive
Treasure none

SPECIAL ABILITIES

Acidic Blood (EX)
Any creature damaging the Xenomurder Horde with an unarmed strike or light melee weapon suffers 3d6 points of acid damage (REF DC 27 half).

Against an Army (EX)
The Xenomurder Horde is allowed to make attacks of opportunity, despite this ability not normally being available to Swarms.

In addition to its Swarm damage, the Xenomurder Horde can make one additional melee attack per round, at its full attack bonus, per opponent fighting against it, to a maximum of 10 attacks per round.

Horde (EX)
The Xenomurder Horde is effectively an extremely large Swarm, composed of dozens or hundreds of Medium Monstrous Humanoids rather than tens of thousands of Tiny or smaller Vermin. It has the Swarm subtype, but some Swarm traits are modified for the Xenomurder Horde.

The Xenomurder Horde deviates from the standard rules for Swarms in the following ways:

- The Xenomurder Horde's Armor Class is based upon the size of the component Horde, and it is vulnerable to physical damage normally. The hundreds of snarling Xenomurders that make up the Horde are easy enough to kill individually, but the Horde itself is difficult to disperse.

- The Xenomurder Horde may make attacks of opportunity with its Swarm Attack, in which case, use the listed melee attack bonus.

- The Xenomurder Horde is considered to have 10 ft reach, and can threaten opponents within 10 ft of an occupied square.

Shapeable Area (EX)
The Xenomurder Horde occupies a total of 50 squares, on a battle mat, but it can shape this number in any way it wishes as a free action. Squares need not be contiguous, as long as there is no more than 30 ft from another component square, and the squares can clearly see and hear one another.

Hiveresin (EX)
The Xenomurder can secrete a waxy, black resin to construct its hive. Each Xenomurder can secrete enough resin to fill up to one hundred 5 ft squares per day. This material has Hardness 2 and 50 HP. The Xenomurder can shape the resin into fairly complex shapes (such as stairs, shelters and the like) with a successful Craft (architecture) check.

The Xenomurder Horde receives a +6 circumstance bonus on Stealth checks in areas significantly built-up with this *hiveresin*. The Xenomurder Horde can only use its Freeze quality in areas built up by *hiveresin.*

Frightful Presence (SU)
The Xenomurder Horde can inspire terror by charging or attacking. Affected creatures must succeed on a DC 21 WILL save or become *shaken*, remaining in that condition as long as they remain within 60 feet of the Xenomurder Horde.

The Xenomurder Horde has the Fearsome Violence feat, which improves its frightful presence. Each time the Horde kills a living creature during a particular encounter, this save DC increases by 1. Creatures within range of the Horde's frightful presence aura must succeed on a new save after each kill.

Sadist (EX)
The Xenomurder Horde receives a +2 morale bonus on attack and damage rolls against targets that are *shaken, frightened* or *panicked*, and automatically confirms critical hits against these targets.

NATURE

Xenomurder Hordes are composed of tens of thousands of sterile warrior drones. Xenomurders are eyeless, ebony horrors created from humanoids who contract xeno-infection, but due to some environmental factor, never bring their alien pregnancy to term. Instead, these unfortunates mutate into mindless, brutish xenoforms that serve as the disposable shock troops of a Xenogaunt hive. If she senses that her hive will soon face conflict, a ***Xenoregis*** can emit an oily, hormonal rain that modifies her Xenogametes, making them carriers for a Xenomurder mutation rather than viable eggs. Using this tactic, thousands of humanoid victims can be mutated into a Xenomurder Horde in a matter of days.

Xenomurder have the eyeless, fanged maw of all Xenogaunt lifeforms, and the ebony coloration, but their bodies are piscine and scaly rather than slick chitin. Each is roughly man-sized, though the horde itself can stretch from horizon to horizon. Xenomurder crawl over one another in surging waves, building up a mound of the dead as they fight, their own and their victims. Individual Xenomurder are little smarter than animals, but commanded by a Xenoregis, they are an effective part of the hive's hunting strategies.

XENONATE – CR 5

Bloodline – Nemesis
Small N Animal (lifespawn, xenogaunt)
XP 1,600
Init +8 **Senses** Blindsense 120 ft, Blindsight 60 ft, scent. Lifesense 1 mile, Perception +2

Defense

AC 19 **Touch** 16 **Flatfooted** 14 (+1 size, +4 DEX, +1 dodge, +3 natural)
HP 7d8 +7 hp (39 HP)
Fast Healing 1 (fire)
FORT +6 **REF** +9 **WILL** +4
Immune Lifespawn Immunities, Acid, visual effects (blind)
Weaknesses Lifecount 1

Offense

Spd 40 ft Climb 30 ft
Melee two +7 claws (1d6+2 slashing, 19-20/x2) plus +7 bite (1d4+2 piercing plus 1d4 acid, 20/x2)
Special Attacks Pounce, Rake (two claws, 1d6+2 slashing)
Special Qualities Freeze (metallic rocks or scrap)

Statistics

Str 14 **Dex** 18 **Con** 12 **Int** 2 **Wis** 15 **Cha** 11
Base Atk +5 **CMB** +6 **CMD** 20 (24 vs trip)
Feats Dodge, Improved Initiative, Mobility, Spring Attack
Skills Climb +12, Stealth +15 (+21 in *hiveresin* areas)

Ecology

Environment any land
Organization bands of 1d4+1 Xenonates, or as part of a mature ***Xenogaunt*** hive
Treasure incidental

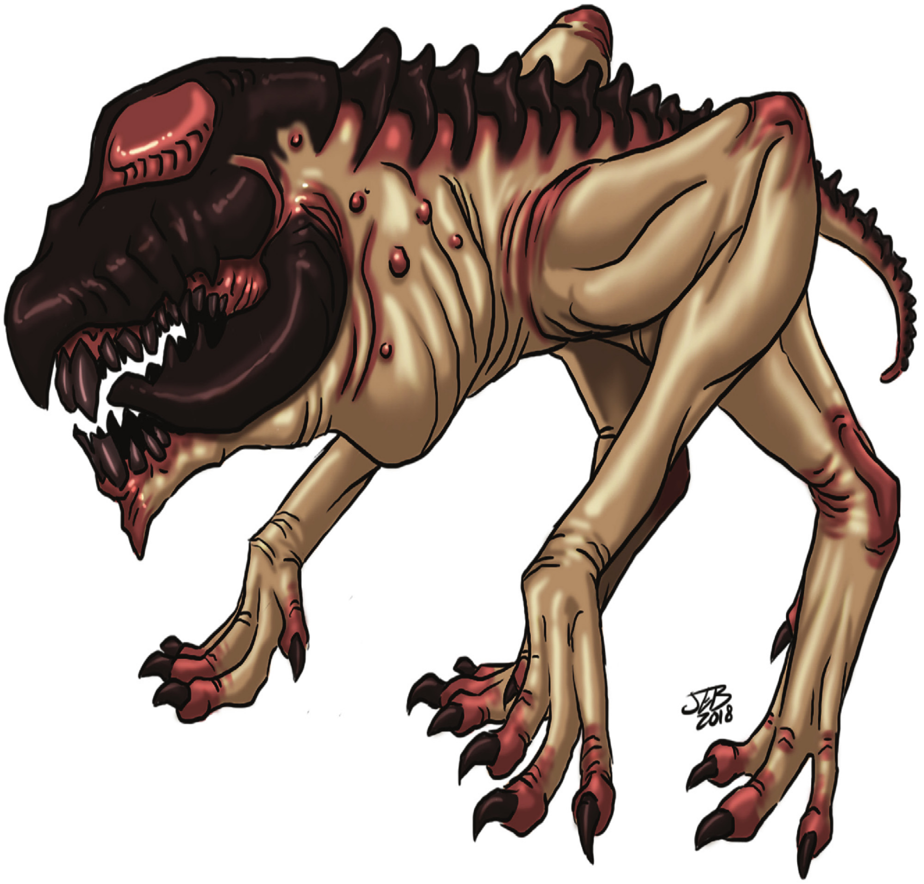
SPECIAL ABILITIES

Acidic Blood (EX)

Any creature damaging the Xenonate with an unarmed strike or light melee weapon suffers 1d6 points of acid damage (REF DC 13 negates).

Bio-Toxic Fluids (EX)

All creatures within 10 ft of a Xenonate when the creature is slain are exposed to the creature's mutagenic DNA and must succeed at a DC 13 FORT Save or contract ***xeno-infection***. Creatures in environmentally sealed armor or vehicles are immune.



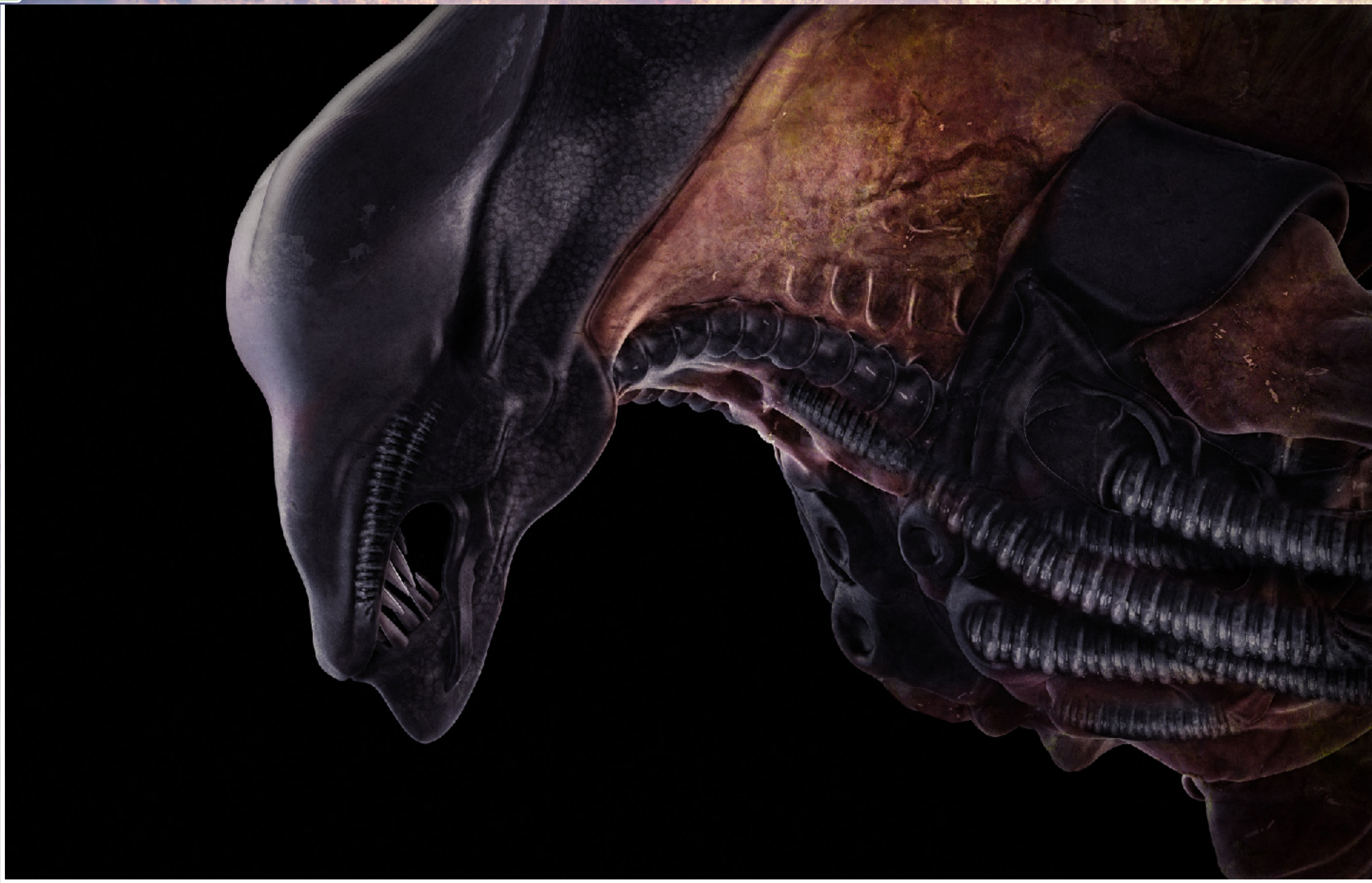
Gnaw (EX)

The Xenonate's mandibles are designed to chew through metal and plastic. The Xenonate can use this ability to chew through access hatches to find hiding spots, or to disable electronics and defenses by indiscriminately chewing through wires and cabling. The Xenonate ignores up to 10 points of Hardness when biting immobile, inorganic materials.

NATURE

Xenonates are an intermediate stage in the ***Xenogaunt*** lifecycle. This quadrupedal form erupts from the body of an infected host in a geyser of blood and gore, often chewing through the victim's sternum or spinal column, or bursting through their abdomen in a grim parody of childbirth. The Xenonate is aggressive and quite capable of killing an unarmed adult human, but its first priority is to escape and find sanctuary. The Xenonate will never stand and fight if escape is possible, as this creature does not need to eat or drink, and cannot spread the ***xeno-infection*** under normal circumstances.

Xenonates are fueled by high energy acids in their circulatory fluids; the chemical energy stored within sustains the Xenonate for the few days it spends in this transitional form before evolving into a mature Xenogaunt. A Xenonate's chief priority is to find a safe spot to enter a hibernation state to allow this transformation; the creature



instinctively knows if it cannot transition, it will die within a week.

A Xenonate is a fierce quadruped the size of an attack dog. Like all members of its evolutionary tree, it is protected beneath a glossy black exo-skeleton. Unlike its virtually defenseless Xenogamete 'parent' the creature fights with sickle-like talons on each paw, and has a tiny mouth filled with razor-keen teeth.

XENOREGIS – CR 16

Bloodline – Nemesis, corrupted by the Singular
Huge LE Outsider (extraplanar, great old one, lawful, lifespawn, mythic, xenogaunt)
XP 76,800
Init +14 **Senses** Blindsense 300 ft, Blindsight 120 ft, scent, Lifesense 1 mile, Perception +28
Languages understands Abyssal, Galactic Common, Infernal but cannot speak, *telepathy* 100 ft (fellow Xenogaunt creatures only)
Aura Unspeakable Aura (300 ft, W-DC 26 or become helpless and flat-footed)

Defense

AC 34 **Touch** 18 **Flatfooted** 24 (-2 size, +16 natural, +10 insight)
HP 19d10 +247 hp (352 HP)
Regeneration 10 (fire)
FORT +24 **REF** +6 **WILL** +17
Immune Lifespawn Immunities, Acid, Cold, ability damage/drain, aging, death effects, disease, energy drain, mind-affecting effects, paralysis, petrification, visual effects (blind)
Resist Electricity 10, Sonic 10, Pleasure 10
Weaknesses Lifecount 3

Offense

Spd 40 ft
Melee two +28 *vorpal* claws (3d12+11 slashing, 20/x2) plus +22 vorpal bite (4d12+11 piercing plus 3d6 acid/20/x2) plus +22 *vorpal* tail whip (6d10+22 slashing, 20/x2, 20 ft reach)
Special Attacks Pounce, Rake (two claws, 3d12+11 slashing), Mythic Surge (+1d12; 10x/day)
Special Qualities Immortality, Freeze (only in *hiveresin* areas)

Statistics

Str 32 **Dex** 11 **Con** 36 **Int** 13 **Wis** 22 **Cha** 23
Base Atk +19 **CMB** +32 **CMD** 42
Feats Fearsome Violence, Frightful Presence, Improved

Initiative
Skills Climb +37, Intimidate +28, Knowledge (the planes) +23, Perception +28, Sense Motive +28, Stealth +18 (+24 in *hiveresin* areas), Survival +28, Swim +30

Ecology
Environment any land (prefers urban, underground and ruins)
Organization only found at the center of a mature ***Xenogaunt*** hive
Treasure incidental

SPECIAL ABILITIES

Acidic Blood (EX)
Any creature damaging the Xenoregis with an unarmed strike or light melee weapon suffers 6d6 points of acid damage (REF DC 33 half).

Alien Goddess-Queen (SU)
By expending a Mythic Surge as a full round action, the Xenoregis can allow any three Xenogaunt creatures within 100 ft to take an additional round worth of actions at their base Initiative count result -10.

In addition, the Xenoregis is aware of all creatures within 100 ft who suffers the xeno-infection disease. By expending a Mythic Surge, the Xenoregis to cause the onset period of the disease to terminate, and change the frequency of the disease to 1/round in one afflicted creature. Doing so is a standard action. If a creature slain by accelerated xeno-infection has 10+ Hit Die, an adult Xenogaunt erupts from the corpse rather than a Xenonate.

When the Xenoregis is defeated and enters dormancy the last three creatures who dealt damage to it must succeed at a DC 26 WILL Save or contract ***xeno-infection.*** While the initial save to avoid the disease is a WILL Save, future saves to overcome the disease are FORT Saves at the same DC.

Frightful Presence (SU)
The Xenoregis can inspire terror by charging or attacking. Affected creatures must succeed on a DC 26 WILL save or become *shaken*, remaining in that condition as long as they remain within 60 feet of the Xenoregis.

The Xenoregis has the Fearsome Violence feat, which improves its frightful presence. Each time the Xenoregis kills a living creature during a particular encounter, this save DC increases by 1. Creatures within range of the Xenoregis' frightful presence aura must succeed on a new save after each kill.

Functional Insanity (EX)
Any creature that attempts to interact directly with the Xenoregis' thoughts (such as via *detect thoughts* or *telepathy*) must succeed at a DC 26 WILL Save or undergo a cataclysmic personality shift. The creature's alignment permanently shifts to Lawful Evil, and the creature becomes obsessed with the Xenogaunt species, believing they and they alone have the capability to exploit or domesticate the Xenogaunt hive to serve their own ends. The affected creature will act to preserve the Xenogaunt race regardless of the risk to themselves, other humanoids, or the galactic eco-system as a whole.

If the creature is forced to take hostile action directly against any Xenogaunt creature, this functional insanity permanently degrades to more typical insanity. This duplicates either the effect of the *insanity* spell, or the insanity rules in the Pathfinder Roleplaying Game *Gamemastery Guide*, in which case the Save DC is also the ongoing insanity DC. This is a mind-affecting effect.

XENO-CORRUPTION

Particularly susceptible victims might fall prey to the Xenoregis' functional insanity without ever stepping into her dark presence. If you wish to make the Xenoregis even more fearsome, merely learning about her can spread insanity as a soul-crushing meme that functions as a mental disease.

At the game master's option, any character with at least 8 ranks in any of the following At Risk Skills risk contracting the Xenoregis' functional insanity if they merely research detailed information about the creature. Detailed information includes genetic profiles, behavioral or observational data, anatomical studies, dissection reports, ecological surveys on hive life-cycle and similar concrete data, for at least 8 hours.

At Risk Skills
- Craft (alchemy, cybernetics, or pharmaceutical)
- Heal
- Knowledge (business, nature, the planes)
- Profession (any white collar and some military)

Creatures with At Risk Skills who fail a DC 22 WILL Save suffer the effect of the Xenoregis' *functional insanity.* Bio-mechanical organisms are particularly prone to this mental infection. Characters from mechanical or techno-organic species, such as Battlechangers, Bulks, POETICA, Star Droids and Synths, among others, suffer a -2 racial penalty on their save. Creatures who succeed at this save are no longer at risk for *functional insanity* from the mere knowledge of the creature, but still risk the condition by close contact.

Creatures who succumb in this manner are aware of the fact that knowledge of the Xenogaunt lifecycle can spread as a meme among susceptible populations and will actively attempt to infect colleagues.

Mythic (EX)
The Xenoregis is treated as a 10 Tier Mythic creature for determining how Mythic powers and abilities affect it. The Xenoregis can use a Mythic Surge (+1d12) up to 10 times

Unspeakable Presence (SU)
The Xenoregis' mere presence inflicts horrible mental anguish and torment upon all creatures within 300 ft who can clearly see and hear the Great Old One, A creature affected by the Xenoregis is overcome with a near suicidal nihilism. The victim becomes helpless and flat-footed for as long as the Xenoregis remains in sight, and will take no action to defend themselves against any Xenogaunt creature, though they may defend themselves against other creatures normally. A successful DC 26 WILL Save negates this effect. A creature who saves cannot be affected by the Xenoregis' unspeakable presence for 24 hours; this is a mind-affecting effect.

Vorpal Wepaons (SU)
The Xenoregis' natural weapons all possess the *vorpal* magical weapon quality.

Xenobirth (SU)
The Xenoregis can expend a Mythic Surge to summon 1d6+2 Xenogaunts as a standard action. Xenogaunts appear within any open square that the Xenoregis can perceive within 100 ft.

NATURE

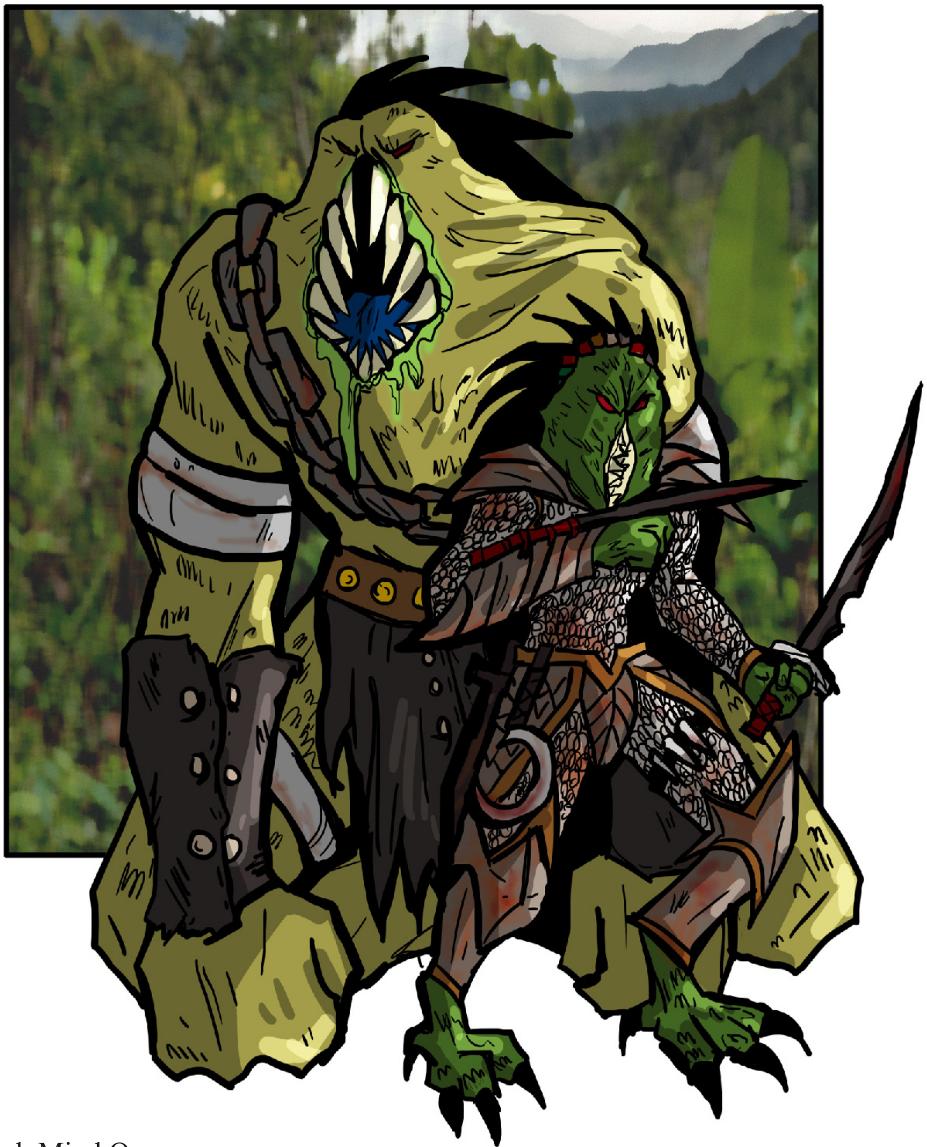
The Xenoregis is an other-dimensional horror intimately tied to the lifecycle of the ***Xenogaunt*** species. It is mother to the race and commander of the endless legions of ebony-shelled horrors. A Xenoregis only appears when a xeno-hive is healthy, mature and well-established. Working together, dozens of Xenogaunts construct a vast amphitheater of secreted *hiveresin,* a master-work of thousands of hours, performed patiently and inexorably by clawed fingers. Hundreds of intelligent humanoids, all of which must be active carriers of the *xeno-infection,* are brought within the amphitheater, webbed to walls with strings of sticky black resin. There, in sudden spasm of violence, each hominid is murdered, the xeno-parasite within them aborted. If the black creatures have done their work well, a glistening portal to a dark elsewhere opens, and a Xenoregis steps boldly through.

Xenoregis are among the most powerful Singular lifespawn in existence, and their rapid, supernatural reproductive methods allow them to spread exponentially. The creatures are native to the black-ice corridors of the Phallus itself, and if one could establish communication, they would learn many of the most terrifying secrets of the Multiverse. With no interest in communicating with other species, Xenoregis use these secrets purely to ensure the fertility and prosperity of their race. They epitomize the blind, selfish struggle to outbreed the enemy at any cost: all other beings in the cosmos are 'the enemy'.

Xenoregis are gigantic, vaguely saurian predators who stand more than 25 ft tall at the shoulder. Like all Xenogaunt, their exo-skeletons are gleaming black glass, but on a Xenoregis, this armor takes the form of dramatically crenelated, ornate loops and whorls. Almost vaginal motifs span the gaps between cathedral like bio-spires. Ebony needles rise from the creature's armored spine, each five meters long, at least. The Xenoregis' eyeless skull is crowned with spiraling horns and demonic spurs of bone.

ZETH STALWART CR 11

Huge NE Monstrous Humanoid (psionic, zeth)
XP 12,800
Init +1 **Senses** Darkvision 90 ft, lowlight vision, Perception +2
Languages understands Zeth but cannot speak



Defense

AC 17 **Touch** 9 **Flatfooted** 16 (-2 size, +1 DEX, +4 natural, +4 armor)
HP 14d10+224 hp (301 HP)
Regeneration 3 (cold)
FORT +14 **REF** +10 **WILL** +6
Immune acid, poison, radiation
Resist Fire 10
Vulnerable Cold

Offense

Spd 60 ft
Melee two +23 claws (2d8+11 slashing, 20/x3) plus +17 bite (3d6 piercing + 1d6 acid, 20/x3)
Special Attacks breath weapon (7d6 acid, 60 ft line, R-DC 32 half, every 1d6+1 rounds)

Statistics

Str 32 **Dex** 12 **Con** 41 **Int** 8 **Wis** 14 **Cha** 6
Base Atk +14 **CMB** +27 **CMD** 38
Feats Cleave, Great Cleave, Improved Critical, Mind Over Body, Power Attack, Psionic Critical, Toughness, Vital Strike, Wild Talent
Skills Acrobatics +18, Intimidate +15, Survival +19
Gear mwk. studded leather

Ecology

Environment any
Organization usually accompanying a trio of Zeth Trophy Hunters as bodyguard & slave, occasionally solo
Treasure incidental

SPECIAL ABILITIES

Acidic Thoughts (Ps)
The Zeth Stalwart can expend his psionic focus as a swift action to immediately recharge his breath weapon.

If the Zeth Stalwart is successfully affected by any mind-affecting psionic ability, the creature who manifested the ability must succeed at a DC WILL 19 Save or suffer 2d6 points of acid damage.

NATURE

Zeth Stalwarts are the products of an ancient slave engineering program, the last remnants of an engineered race that is dying as slowly and inexorably as Zeth culture itself. Modern Zeth cannot produce new Stalwarts, but can in-breed their dwindling roster of existing Stalwart slaves, producing sports that are larger, dimmer and more dangerous than their forebears.

Zeth Stalwarts accompany Zeth Trophy Hunters of particularly noble, powerful bloodlines on their hunts during a killing season. Zeth Trophy Hunters usually keep their powerful slaves in reserve: they hunt alone, only commanding their Stalwart into battle if they are in true danger. The brutish Stalwart is more commonly employed as a laborer, maintaining the Trophy Hunter’s camp sites, or preparing the ground before a particularly anticipated hunt.

Zeth Stalwarts are hulking, hypertrophied behemoths standing more than four meters tall and weighing upwards of a ton. Their dense, crocodilian hides are a burnished bronze. Where ordinary Zeth have an almost vaginal slitted mouth, a Stalwart's mouth is a gaping, triangular maw that runs from the shelf of its eyes down to mid-sternum. Stalwarts seem to have no neck or throat, just a fanged aperture that leads directly to its gullet. This mouth constantly drools lurid yellow-green acid.

Zeth Stalwarts are dressed in thick black hides, riveted with old, recycled steel. Often, links of heavy chain are wound around each forearm and thigh, symbolizing the massive creature's bondage.

SIMILAR CREATURES

The following creatures can be built upon the Zeth Stalwart stat-block.

ZETH EXECUTIONER (CR 11)

Zeth Executioners are professional warriors who serve the crumbling Zeth empire with absolute loyalty. While their brothers seek glory by taking ever more challenging trophies, Zeth Executioners have a code of honor focused on absolute loyalty, even to the point of suicidal madness. They accompany Zeth royalty as personal bodyguards, and occasionally are dispatched to remove all trace of (and all witnesses to) a failed hunt.

Zeth Executioners stand more than seven foot tall with ochre skin and grayish-white hair worn in long, natural dredlocks. Their armor is heavier than the norm for the nimble, fast moving race. They wear oddly sculpted great-helms reforged from starship hull-metal, which conceals all but their eyes and nose, and a chain mail veil conceals their vertically aligned mouth.

Zeth Executioners make the following changes to the Zeth Stalwart statblock.

- Zeth Executioners have an INT Score of 13.
- They gain the following additional skill ranks: Bluff +8, Knowledge (history) +7, Perception +19, Pilot +2
- Zeth Executioners are immune to fear and gains a +4 racial bonus on WILL Saving throws.
- Zeth Executioners gain Improved Initiative as a bonus feat, giving them a +5 modifier on Initiative checks.
- Zeth Executioners wear a +2 breastplate, which increases their Armor Class to AC 22.
- Zeth Executioners wield a +1 ranseur rather than making claw attacks, which gives them the following modified attack line. They to not make bite attacks.
    - Melee +25/+20 (2d4+12 piercing, 20/x3)
- Zeth Executioners do not have a breath weapon.

ZETH TROPHY HUNTER – CR 9

Medium NE Monstrous Humanoid (zeth)
XP 6,400
Init +4 **Senses** Darkvision 90 ft, lowlight vision, Perception +18
Languages Culture, Scarred, Zeth

Defense
AC 20 **Touch** 15 **Flatfooted** 15 (+4 DEX, +1 dodge, +5 armor)
HP 12d10+72 hp (138 HP)
FORT +14 **REF** +12 **WILL** +7
Immune acid, poison, radiation
Resist Fire 5
Vulnerable Cold

Offense
Spd 40 ft Climb 30 ft
Melee +18/+13 cruel longsword (1d8+6 slashing, 19-20/x2)
Ranged +17/+12 seeking darts (2d6 piercing +1d6 acid, 20/x3, 50 ft range increment, unlimited)
Favored Enemy +4 Humanoids (psionic), +2 Animals
Favored Terrain +4 Jungle, +2 Urban
Spell-Like Abilities (CL 12th Concentration +15)
At Will – Greater Invisibility
- Quickened Invisibility
3x/day – Jump
- Pass Without Trace

Statistics
Str 21 **Dex** 19 **Con** 22 **Int** 13 **Wis** 17 **Cha** 14
Base Atk +12 **CMB** +17 **CMD** 31
Feats Bloody Assault, Combat Expertise, Disarming Strike, Dodge, Improved Disarm, Power Attack
Skills Acrobatics +19, Climb +27, Heal +18, Perception +18, Stealth +27, Survival +18 (racial modifiers: +8 Climb, +8 Stealth)
Gear +1 cruel long sword*, +1 seeker darts*, chainshirt*, fast-use med-kit*, palmtop computer*
*gear destroyed when the Zeth Trophy Hunter is slain

Ecology
Environment any warm or temperate land
Organization solitary or trio
Treasure standard (in lair)

SPECIAL ABILITIES

Acidic Bio-Fluids (EX)

The Zeth Trophy Hunter has a strange, silicon-based metabolism that is dangerously toxic and hotly acidic to carbon-based life. Anytime the Zeth Trophy Hunter is struck by a successful melee attack, the attacker suffers 2d6 Acid damage (REF DC 22 negates) as lurid greenish-yellow acids erupt from the wound. Attacks made with reach do not suffer the acid splash back.

When the Zeth Trophy Hunter is slain, all creatures and objects within 10 ft suffer 6d6 points of acid damage (REF DC 22 half). This eruption of acid destroys the Zeth Trophy Hunter's combat gear, which is integrated to his body and draws electro-chemical power from his battery-like body fluids.

Ranger Training (EX)

The Zeth Trophy Hunter gains the favored enemy and favored terrain bonus of a Ranger with levels equal to his Hit Dice.

Seeking Darts (SU)

Zeth weapontry is incredibly accurate. When making a ranged attack with his seeking darts, the Zeth Trophy Hunter rolls 2d20 and takes the better of two results.

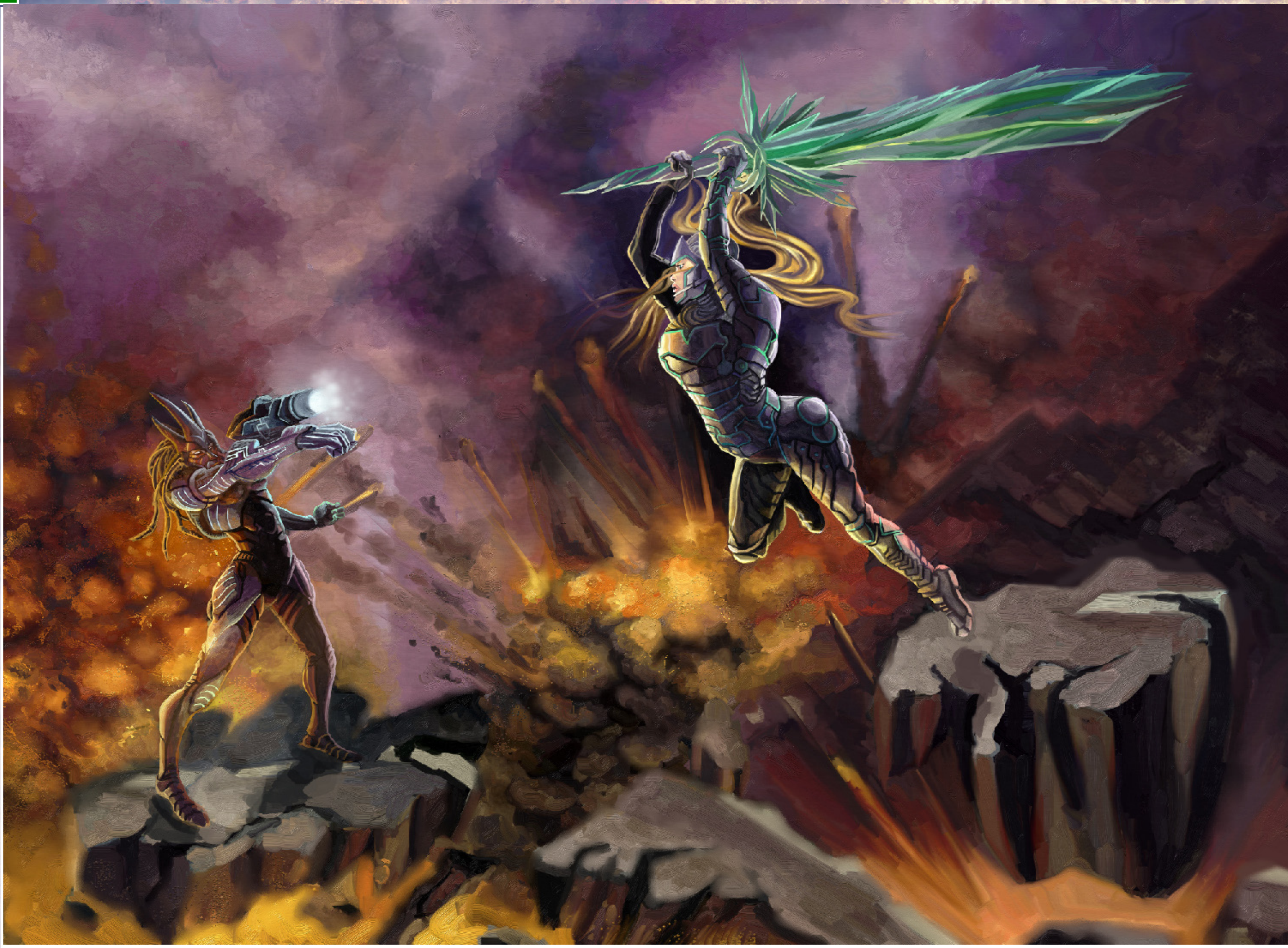
NATURE

Zeth are a dangerously predatory species which evolved within the shattered core of the Galactic Scar. Zeth culture has fallen far from the race's glory, with its population reduced to superstitious savagery, its warriors prowling the Scar in ancient starships produced by the species during its prime. The Zeth's stellar armada is slowly rotting from within, and current Zeth are unable to arrest the decay or repair their faltering bio-technology.

Always fiercely competitive, violent and territorial, Zeth today have earned a reputation as implacable, star-crossing serial murders. Zeth Trophy Hunters seek to murder and mutilate especially worthy prey, returning to their decaying, desolate homeworld with the skull and vertebra of their kills to be presented to the mad shamans responsible for keeping the failing society working on some rough level. Zeth believe the blood and bones of their kills, fed to their great machines, keep their living starships flying for another killing season. Lifespawn trophies are especially prized, and a Zeth Trophy Hunter who brings down particularly dangerous Lifespawn prey can rise high in their fragmenting, brutal society.

Zeth Trophy Hunters are air-dropped into a hunting zone, usually alone, but sometimes as a trio, and spend a killing season hunting increasingly dangerous prey. They prefer post-humans and cyborgs above all other targets. If a Zeth Trophy Hunter survives the killing season, one of the race's few living starships returns to extract him, though as their technology dies, more and more Zeth Trophy Hunters are marooned and forgotten. With nothing left to lose, these abandoned Zeth throw themselves into ever more suicidal, complicated and sadistic hunts.

Zeth Trophy Hunters are lithe, muscular hominids with golden-brown, lightly scaled skin, protected beneath a tunic of polished alloy chainmail. The race's mouth is a fanged vertical maw, a grotesque *vagina dentata*, which the lethal alien protects behind a war-mask reforged from a ruined starship's hull. Zeth Trophy Hunters carry an assortment of bladed weapons of similar origins, as well as dissecting hooks, bone saws and scrapers worn on the belt. The Zeth Trophy Hunter's most notorious weapon is a bio-tech dart launcher crudely grafted to the creature's forearm.



THE STAR GODS OF THE LIFECHAIN

The star gods of the Lifechain are some of the most powerful beings in all reality. Each deity is unique in all the Multiverse, capable of crossing realities at their whim, and have existed since the Big Bang. Soon after this universe began, the Singular begot twin sons, equal and opposite and hateful rivals: Genesis and Nemesis. The Mother was a survivor of the Prior Iteration of reality, who bred with the ill-favored second son, Genesis, a divine union that produced the second-generation star-goddess Artemis, as well as a variety of other wonders and horrors. Eventually growing to resent her mother, Artemis' foolhardy actions lead to the fall of the True Grey's empire, and countless millennia later, sparked Earth's *Abortion War*. Artemis fell on Earth, ending the War… and was recently reborn on that small planet. The final outcome of Artemis' actions, and her place in the universe, remain unknown.

This chapter describes the Star Gods, and the uniquely powerful seconds some have chosen for themselves, as well as cosmic usurpers like the ***Bleakmoon Tyrant*** who have taken some of the Gods' power for themselves.

ARTEMIS – CR 29

Bloodline – Hybrid of Mother and Genesis Bloodlines
Large CN Outsider (Native, Lifespawn)*
**Artemis was LN before her genocide of the Truegrey*
XP 6,560,000
Init +9; **Senses** darkvision 120 ft, low-light vision, scent, see invisibility, Advanced Medium Range Sensors, Lifesense 1,000 miles, Perception +37
Languages all, *truespeech*

Defense

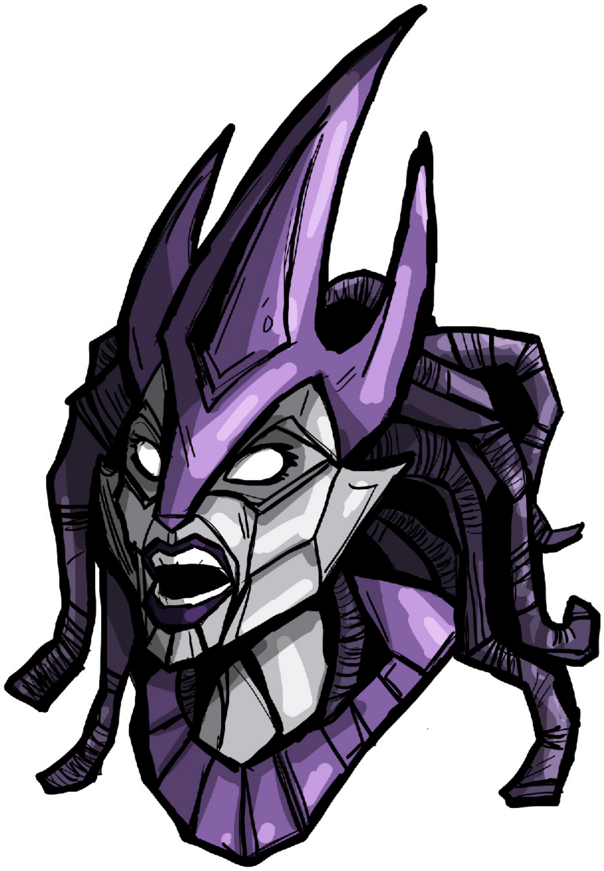
AC 28, **touch** 13, **flat-footed** 24 (-1 size, +3 Dex, +1 dodge, +25 natural)
HP 40d10+520 hp (740 HP)
Regeneration 15 (acid, electricity, and lifechained natural attacks)
Damage Reduction 15/epic
Fort +35, **Ref** +25, **Will** +16
Immune ability damage, ability drain, ballistic damage, cold, death from massive damage, disease, energy drain, fire, force, nonlethal damage, poison, predatory lifechain abilities, radiation, sleep, starvation, stunning, suffocation, thirst, vacuum
Resist electricity 15
Weaknesses Lifecount 1 (suppressed)

Offense

Speed 50 ft, fly 100 ft (perfect) Zero G Flight 5,000 ft
Melee unarmed strike +49/+44/+39/+34 (4d8+9 plus stunned for 1 minute and knocked prone; Fort (DC 18) negates both conditions; ignores up to 10 points of damage reduction) and optic lasers
Ranged Huntress Beam +44/+39/+34/+29 (25d12 fire/17-20/x3; ignores all fire immunity or resistance, 10 mile range increment in atmosphere, full autofire, unlimited payload) and optic lasers
Space 10 ft.; **Reach** 10 ft.
Special Attacks Optic Lasers (automatically hit as swift action 1/round within 1,000 ft, 100 force damage)
Special Qualities No Breath, Greater Starflight
Spell-like Abilities (CL 29th; concentration +31)
Constant – Tongues; See Invisibility
At Will – Flame Strike (R-DC 19)
3x/day – Summon (call hunting maidens 100%)
- Meteor Strike (R-DC 23)

Statistics

Str 28 **Dex** 16 **Con** 37 **Int** 12 **Wis** 17 **Cha** 15
Base Atk +40; **CMB** +50; **CMD** 64
Feats Cleave, Deadly Aim, Dodge, Fearsome Violence, Fly-By Attack, Frightful Presence, Great Cleave, Greater Penetrating Strike, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Mobility, Penetrating Strike, Point Blank Shot, Power Attack, Spring Attack, Vital Strike, Weapon Focus (Huntress Beam), Weapon Focus (unarmed strike), Whirlwind Attack



Skills Bluff +36, Diplomacy +33, Fly +43, Intimidate +37, Knowledge (tactics) +35, Knowledge (religion) +35, Knowledge (physical sciences) +35, Perception +37, Sense Motive +37
Possessions the trust, love and military resources of an entire terrorist nation.

SPECIAL ABILITIES

"I'm imagining something outta a fucking horror movie if she flips out on us completely. If she snaps.....do we have anything that can kill it? A nuke, anti-matter, anything? If she's as nuts as Emir says..... personally I don't trust the thing to lead a pizza run, much less the Army of God."
-Ghost Boss, on the newly recruited Artemis, Spring 2059

Call Hunting Maidens (SP)
Three times per day, as a full round action, Artemis can bring forth powerful Lifechained warmachines to assist her. Artemis uses this ability to summon 1d4+1 Hunting Maidens. Called from the dark behind the stars, the mad goddess Artemis refers to these creatures as her "Hunting Maidens."

These creatures resemble humanoid cyborgs with a glossy black carapace and a vaguely female chassis configuration. Their featureless face masks are dotted with spiderlike camera lenses that glow an unnerving purple; a pair of sleek rail guns with ivory barrels rise from the Maidens' forearms.

This ability is 9th-level conjuration (calling) effect. For the Maidens, use Life Tank's statblock (CR 19) as described in *Closed: Monsters of the Army of God* (Otherverse Games, 2014), with the following change: Hunting Maidens are Medium creatures.

Frightful Presence (SU)
Artemis can inspire terror by charging or attacking. Affected creatures must succeed on a DC 32 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of Artemis.

Artemis has the Fearsome Violence feat, which improves her frightful presence. Each time the Artemis kills a living creature during a particular encounter, this save DC increases by 1. Creatures within range of Artemis' frightful presence aura must succeed on a new save after each kill.

Goddess of the Hunt (SU)
Artemis is incredibly powerful, and during the War she single handedly won engagements against entire tank battalions. Artemis' presence was a major factor in prolonging the War; her might was the ultimate 'force multiplier' for the embattled Lifer nation.

When Artemis attacks with her Huntress Beam her minimum attack roll is 12. If the gamemaster chooses, she may simply declare that the Artemis rolls 12 (for a total of +55 to hit maximum) on her attack roll, without having to use dice. If Artemis wishes to expend additional effort, she can roll to strike normally. In this case, the minimum attack roll possible is 12. A roll of 1-11 is treated as a roll of 12, and a roll of 12+ is resolved normally.

Artemis always confirms a critical hit when attacking with her Huntress Beam. The particle cannon scores a critical hit on a roll of 17-20 and inflicts triple damage. Artemis' Huntress Beam ignores any Fire Resistance or Immunity possessed by its target. The lancing, urine-yellow beam burns hotter than a main sequence star, and can scorch even Roe's invulnerable flesh.

Lifechained (EX)
Artemis is the first child born in our universe, the last and least of the Third Pantheon. For all her world-shaking power, she is considered to have a single Lifechained feat for the purposes of predatory feats. Artemis is immune to the effects of predatory Lifechain feats.

Lifespawn Primacy (SU)
As the first begotten child of the Third Pantheon, Artemis can restrict the behavior of lesser Lifespawn. Lifespawn creatures cannot easily attack or hinder Artemis.

- Non-Lifespawn are not affected by this ability in any way.
- Lifespawn creatures with 19+ HD are immune to the effects of this ability.
- Lifespawn creatures with 9-18 HD cannot make attacks of opportunity against Artemis.
- Lifespawn creatures with fewer than 9 HD cannot attack or take direct hostile actions against Artemis.
- Lifespawn creatures with 4 or fewer HD cannot attack or take direct hostile action against either Artemis or known allies of Artemis, providing those allies are within 60 ft of the Goddess.

Each Lifechain feat a creature possesses reduces its effective character level/Hit Dice by –1 for the purpose of this ability.

Optic Lasers (EX)
Integrated laser systems are built into Artemis' eyes, allowing her to slice apart any adversary she can see. These crimson laser beams require no attack roll, and automatically hit any single target within 1,000 ft., dealing 100 points of force damage. Activating the optic lasers is a swift action, usable once per round. She usually uses this ability to finish off wounded targets, destroy lightly armored vehicles or assassinate specific Choicer targets or VIPs while using her Huntress Beam against superhuman guardians.

NATURE

"Mortal Moonshot, named by false father for humanity's hard scrabble up the gravity well to your world's singular satellite. You, who are named for the moon must realize that the cisilunar space is not all there there is. Take the sky with me, moon-child Moonshot. We shall speak of many things.

Your strength will lead my assault. I, Goddess of the Hunt, yet Christian redeemed, and you, Valkyrie magnetar, yet equally Christian child, will be the first warheads to fall on a world of pagans."
-The reborn Artemis to her reluctant protégé, Moonshot, the night of January 20, 2107

Artemis was broken when she fell to Earth.

Her endless war with her mother, the Roe, had left her exhausted, her weapons depleted, and her sanity gone. Seeking an advantage- *any advantage*- against her despised

Mother, Artemis had destroyed entire cultures…including the Truegrey. Horrified by her own actions, by her own callous genocide, Artemis exiled herself beyond the known galaxy.

She wept, all alone in the darkness, for aeons. Finally, an intercepted television signal- a ghost whispering out in the darkness- gave the bereft goddess a new hope, a new way to atone. Answering the faint, electro-magnetic call, Artemis drifted into Earthspace. The goddess, older than time itself, accepted and was baptized into a finite human faith, and accepted a finite human cause. To atone for her sins, to wash away the Truegrey's blood, the mad goddess would fight to save Earth's unborn.

Taking the identity of Artemis, Greek goddess of childbirth and the hunt, the alien warmachine became the general of the Lifer Army of God. Artemis provided the Lifers with access to her technology, allowing innovative cyber-weapons and revolutionary shell suits to be reverse-engineered from her own body. With Artemis at their side, the Lifers could not be defeated. Even when Roe Athene entered the War on the Choicer side, the best the Covenant could hope for was a long, bloody stalemate.

The two deities waged their ancient war on Earth for 30 turbulent years, until they finally met during the Battle of Boston. With both armies exhausted, the battle came down, at long last, to Roe and Artemis. When the duel was over, Roe stood triumphant, and Artemis' dying body fell to the stained snow. After the peace treaty was signed, Roe personally saw to the burial of her estranged daughter. The mad goddess was laid to rest in a tomb carved from asteroid rock, and left to orbit a dead star.

That was 16 years ago.

What happens next, not even the gods know.

For all her power, Artemis is a fundamentally broken being. Her experiences have driven her mad, and her involvement with the Lifers has only worsened her mental state. She is driven entirely by guilt and rage; when she is not on the battlefield, she collapses into a melancholy depression. During the worst days of the War, she hardly left her quarters, only entering battle when the Lifer army was on the verge of defeat. The goddess is plagued by horrible hallucinations – images of the slaughtered Truegrey and mutilated human fetuses plague her every waking moment.

Artemis is dangerously unpredictable, flying into a rage at the slightest provocation. She contains her anger around other Lifers, trying her best to inspire and lead them. However, without her rage, Artemis is a pale creature indeed. She can barely bring herself to speak above a whisper; the only time she doesn't stutter and mumble is when she's shouting commands on the battlefield. There, Artemis is the leader and the hero she desperately wishes herself to be.

APPEARANCE

"So the Lifers call themselves good Evangelical, God-fearing Christians, but they worship a warrior goddess with a pagan name. Artemis. You know they don't realize the irony there, and that's why we'll win. Even more than irony, their choice of a goddess opens up some interesting tactical possibilities: I was dissecting a thought virus designed to kill goddess worshippers last night and guess what I found out? As far as this Lifer weapon's concerned, if you hack out one or two limiter files, Artemis is enough of a goddess for infection. So irony kills, kats. Let me show you how…."
-"Raygun Ra," Bastian hacker, Mesh-post on Tactical Action Wicca, 2104

Artemis is a massive woman with armored skin as dense and grey as the barrel of a submachine gun. Artemis stands more than nine feet tall, and the heavy, three-pronged iron crown she wears upon her brow adds another two feet to her height. The tines of her crown are honed to a razor's edge and gleam in mute threat. The giantess clothes herself in an armored shell. Her segmented cybernetic armor attaches to her body, and draws its power from her endless divine energies.

Artemis' armor is the inspiration for the Lifer field uniform. This god-crafted armor is a compromise between a knight's plate mail and an ultramodern Shell suit. Her carapace is a royal purple, with an intricately articulated black and grey understructure. Artemis wears the Lifer Sigil proudly upon her left breast, and touches the symbol constantly for reassurance.

Artemis's main weapons are the heavy particle beam cannons she wears on each gauntleted forearm. The long barrels of these weapons are made of some unknown crimson xeno-polymer dense and heavy enough to contain stellar-temperature energy. Luminous techno-organic veins are visible beneath her armor, and feed energy directly to the cannons from Artemis' cybernetic heart.

COMMANDER ROE ATHENE, AVATAR OF THE MOTHER
CR 27

Bloodline – The Mother
Medium NG Outsider (Native, Lifespawn)
XP 3,276,800
Init +6 (+10*) **Senses** Blindsense 60 ft, Darkvision 120 ft, Lowlight Vision, Scent, Lifesense 1,000 miles, Perception +48
Aura Femininity's Knight (60 ft, female creatures become immune to mind-affecting abilities)
Languages Celestial, Draconic, English, Spanish, Stonecutter, *Telepathy* 1 mile (female creatures only), *truespeech*

Defense
AC 44 **Touch** 22 **Flatfooted** 37 (+6 DEX, +1 dodge, +5 deflection, +14 armor, +8 natural)
HP 40d10 + 360 hp (580 HP)
Regeneration 10 (Lifechained natural weapons and attacks)
Damage Reduction 15/epic
FORT +17 **REF** +21 (+25*)
WILL +20
Resist Acid 10, Electricity 10
Spell Resistance 36
Immune Fire, Cold, Radiation, Suffocation and Vacuum. Mind-affecting abilities. Massive Damage. Poison, Disease, Critical Hits, Stunning, Non-lethal damage, energy drain, ability score damage. Immune to predatory Lifechain abilities
Weaknesses Lifecount 1 (suppressed)

Offense
Spd 60 ft Fly, 120 ft (good)
Melee +54/+49/+44/+39 Athene's Blade (2d8+13 slashing, 17-20/x3)
OR +54 Athene's Blade (8d8+13 slashing, 17-20/x3)
Special Qualities Athene's Blade, No Breath, Greater Starflight, Superior Spelllike Abilities
Spell-Like Abilities (CL 40th Concentration +46)
Constant – freedom of movement, shield of faith (included in stats above), true seeing
At Will – Magic Missile
- Flame Strike (R-DC 20)

3x/day – Force Cage (R-DC 23)
- Globe of Invulnerability
- Wall of Force

1x/day – Flesh to Stone (F-DC 22)
- True Resurrection (female humanoids and monstrous humanoids only)

Statistics
Str 31 **Dex** 22 **Con** 28 **Int** 19 **Wis** 20 **Cha** 22
Base Atk +40 **CMB** +50 **CMD** 66
Feats Armor Proficiency (light, medium, heavy), Bleeding Critical, Blinding Critical, Critical Focus, Critical Mastery, Dodge, Greater Vital Strike, Improved Critical (bastard sword), Improved Vital Strike, Lightning Stance, Mobility,

Spring Attack, Weapon Focus (bastard sword), Wind Stance, Vital Strike
Skills Bluff +39(+49*), Computer Use +17, Diplomacy +39(+49*), Knowledge (arcana, history, the planes, religion, tactics) all at +47, Perception +48, Pilot +19, Sense Motive +39 (+49*), Survival +48
Gear +5 platemail of heavy fortification, Athene's Blade (+3 vorpal bastard sword), 3x potions of cure critical wounds, palmtop computer

Ecology
Environment any (on planet rarely after War's End, spending most of her time traveling between human outcolonies and xeno-archeological digs, but maintains apartments in San Francisco and the Choicer-run lunar colony)
Organization often solitary, sometimes accompanied by Choicer superhumans or leading a high-level Choicer military expeditionary force
Treasure at least triple standard (including combat gear)

"I came to know her before she overthrew my government/
It was no conspiracy/ Only the unravelling of a fist."
- Saul Williams, Said the Shotgun to the Head

SPECIAL ABILITIES

Athene's Blade (SU)
Commander Roe Athene is one of the greatest warriors to ever walk the planet, a being capable of fighting the entire War-Era Lifer military to a standstill Her blade is a massive, claymore-like weapon, but she wields it with deceptive ease.

When the Roe attacks with her blade, its minimum attack roll is 10. If the gamemaster chooses, she may simply declare that the Roe rolls 10 on her attack roll, without having to use dice. If Roe wishes to expend additional effort, she can roll to strike normally. In this case, the minimum attack roll possible is 10. A roll of 1-9 is treated as a roll of 10, and a roll of 10+ is resolved normally.

Roe may always choose to make a full attack using her sword, even if she has moved or taken a move-equivalent action during the round. Roe Athene may move between attacks during a full attack routine, so long as she does not move a total distance greater than her total running distance during the round.

Roe always confirms a critical hit when attacking with her blade. Roe's impressive sword scores a critical hit on a roll of 17-20 and inflicts triple damage on a critical hit. This weapon is considered an epic, magical and good weapon for the purpose of overcoming damage reduction. Roe may summon her blade from its other-dimensional storage tessaract, or dismiss it as a free action. This weapon cannot be sundered.

Execute Lifespawn (EX)
Roe Athene is often called upon to execute rouge Lifespawn, and has put to death some of the most fearsome creatures ever spawned by the Phallus- her own daughter, Artemis, among them.

As often as three times per day, Roe may attempt to smite a creature with the Lifespawn subtype. When smiting Lifespawn, Roe Athene adds bonus damage equal to her Hit Dice plus her CHA modifier (+46 HP) to the damage inflicted with a single melee attack or any of her spell-like abilities. This bonus damage is of the same type as the base attack's.

This additional damage is not multiplied on a critical hit. Roe must declare this ability before rolling to hit. If the attack misses, or if the target successfully saves or is not Lifespawn, the smite does not function, but the daily use is still wasted.

Femininity's Knight (SU)
Roe can speak and is literate in all languages, and can communicate with any creature that has a language. Roe can communicate telepathically with any sentient female within a 1 mile radius.

The Roe maintains a constant, low-level empathic communication with all sentient females within a 50 mile radius. She can sense the general mood of all sentient women within a specific area. When interacting with any sentient female, of any species, Roe receives a +10 insight bonus on Bluff, Diplomacy, Sense Motive and Intimidate checks

This empathic aura allows the Roe to share some of her courage and mental tenacity with nearby mortal females. All sentient females within 60 ft of the Roe become immune to mind-affecting abilities, so long as they remain within range.

The Roe's empathic awareness of women means it is difficult for mortal females to surprise her. She receives a +4 bonus on Initiative and REF Saves made against ambushes launched by any female attacker. The Roe receives a +4 insight bonus to Armor Class against any melee attack launched by a female adversary. (This bonus is not reflected in the statistics block above; the gamemaster should add it as necessary.)

Finally, like the harbingers who act in her name, Roe can induce or terminate a pregnancy in any willing humanoid or monstrous humanoid female by touch. Children conceived in this manner receive the Awakened Heritage (The Mother) feat as their genetic birthright.

Lifechained (EX)
Roe Athene is the immortal avatar of the Mother, Her hands and eyes in our universe. For all her world-shaking power, she is considered to have a single Lifechained feat for the purposes of predatory feats. Roe Athene is immune to the effects of predatory Lifechain feats.

Lifespawn Primacy (SU)
As the embodiment of womankind, the Roe can restrict the behavior of lesser Lifespawn. Lifespawn creatures cannot easily attack or hinter Roe Athene.

- Non-Lifespawn are not affected by this ability in any way.
- Lifespawn creatures with 19+ HD are immune to the effects of this ability.
- Lifespawn creatures with 9-18 HD cannot make attacks of opportunity against Artemis.
- Lifespawn creatures with fewer than 9 HD cannot attack or take direct hostile actions against Artemis.
- Lifespawn creatures with 4 or fewer HD cannot attack or take direct hostile action against either Artemis or known allies of Artemis, providing those allies are within 60 ft of the Goddess.

Each Lifechain feat a creature possesses reduces its effective character level/Hit Dice by –1 for the purpose of this ability.

Lightning Stance (EX)
If Roe Athene takes two actions to move or a withdraw action in a turn, she gains 50% concealment for one round.

Superior Spell Like Abilities (SP)
Roe Athene may intersperse spell attacks with physical attacks. When making a full attack action, Roe Athene may give up one of her physical attacks in order to utilize a spell-like ability instead. She must always make at least one physical attack or combat maneuver when using the full attack action.

APPEARANCE

Commander Roe Athene is outwardly human. A giant of a woman, she stands more than six foot tall. Her body is athletic and lean, her powerful alien musculature giving her an Olympic athlete's build. Her eyes are normally a soft grey, but flare emerald when she uses her powers.

Roe Athene wears gleaming ivory armor forged of alien alloys and imbued with vast cosmic power. She usually conceals her long, blond hair beneath a tightly fitted, spotless white spartan-style helm. Her armor is a spotless white- the only color she wears is her long green hooded cloak, and the blade. Roe never wears any color other than green or white, even when she is among civilians.

Roe's sword is a massive, claymore-like weapon, carved from a single piece of ultra-dense green stone. The sword weighs more than a city bus, and can slice through tank armor like rice paper; only Roe can even lift the massive weapon. The hilt of the sword is a massive partial circle decorated with seemingly random spines and growths, as chaotic and organic as a coral reef. When the weapon is held blade down, it resembles an extremely stylized female symbol.

NAUTRE

Roe Athene is the post-human champion of Choicer America, the general of their Covenant's military, the one woman able to stand against Artemis and end her madness. Her origins and true name- if she has one- are unknown. The NSA believes she's a Lifechained supersoldier born and bred on a Choicer out colony. APEX believes otherwise, theorizing the Roe is one of the planet's first metahumans- a being possibly several thousand years old, one of the Earth's few unexplainable genetic anomalies, like the urban legends Old Man Buffalo or the Necro-Girl. The general public (at least the Choicer public) believes she is human- the very best humanity has to offer, empowered by her beliefs as much as by her genetic gifts.

Only the upper echelons of the Choicer military machine know the truth about their super-human exemplar, and even they know only fragments of her true history.
Roe Athene is a goddess, the para-cosmic being known only as "The Mother". She has existed unchanged for billions upon billions of years, and it was she who seduced the Genesis, and introduced sexual reproduction and evolution into this universe. Her liaison with the Genesis produced the angry war-goddess Artemis.

The being that would one day become Roe Athene and her wayward daughter have waged an endless war for longer than life has existed upon Earth. Their struggle has laid waste to entire solar systems, and has driven hundreds of species to extinction. When Artemis reappeared on Earth, at the head of the Lifer armies, the star-goddess followed. Taking a human name and mortal persona, and crafting a mortal shape for herself, Roe Athene was born, and soon took command of the Choicer forces. Thirty years of ceaseless civil war ripped apart America, until the war finally ended in the Boston snow, when Roe Athene drove her blade through her daughter's heart.

After the war ended, Roe chose to remain on Earth, to repair the damage her daughter's rampage caused, and to ensure that the Lifer nation could never rise again to threaten the Choicer allies she had cultivated. Never interested in carving out a galactic kingdom of her own, Roe Athene has never-the-less found herself in a global leadership position. She remains the protector and champion of the Choicer cause, and has become a living saint to the Covenant's neo-pagans.

The infuriatingly confident Roe Athene is invariably polite, even to her Lifer nemesis. She rarely loses her temper, but does display some extremely biting sarcasm when confronting Lifer terrorists; she's been known to break a man's beliefs and scour his soul with a few well chosen worlds. She prefers to use the minimal force required in any situation; she'd rather stare down an adversary than draw her sword, and would rather talk a situation out than stare an adversary down. However, when Roe fights, she fights with brutal, practiced efficiency, trying to kill or incapacitate an adversary as quickly as possible. If an adversary refuses Roe's single call for surrender, she fights without a trace of compassion or mercy.

Though, in her own words, "the Choicer movement is only a…microcosm… of what I truly believe in" Roe fights tirelessly for the cause. She tries (usually without success) to minimize the cultural disruption her presence causes. She refuses to allow herself to become a planetary overlord. By chance more than by choice, Roe has become a major power 'behind the throne' among the Choicers.

As of January 2107, Roe Athene is Supreme Commander of the Choicer forces. Stationed on Aradia's Isle, she may assume personal command of any Choicer asset, at any time, for any reason. She often does so, accomplishing missions of her own devising and on her own initiative. Unlike the High Priestess, Roe does not have to explain her actions or consult with the Woven Council. She often acts as Emily Nicellos' personal bodyguard, especially when tensions run high. She spends much of her time off planet these days, sometimes wandering between humanities most remote out-colonies, sometimes visiting the asteroid tomb, orbiting a dead star, that houses the body of the child she slew at Boston….

BLEAKMOON TYRANT – CR 22

Bloodline – The Singular
Huge LE Outsider (evil, lawful, lifespawn, native)
XP 615,000
Init +3 **Senses** *see in darkness*, Advanced Long Range Sensors, Lifesense 10,000, Perception +43
Languages Abyssal, Celestial, Draconic, Galactic Common, Infernal, Stonecutter
Aura Dark Matter Corona (30 ft, 4d6 force and *slowed*, F-DC 41 partial)

Defense
AC 32 **Touch** 20 **Flatfooted** 29 (-2 size, +3 DEX, +1 shield, +12 equipment, +8 deflection)
HP 37d10 +296 hp (500 HP)
Damage Reduction 10/epic and good
FORT +34 **REF** +17 **WILL** +24
Immune Fire, Force, disease poison, suffocation, vacuum, radiation
Resist Cold 20, Electricity 20
Spell Resistance 32
Weaknesses Lifecount 3

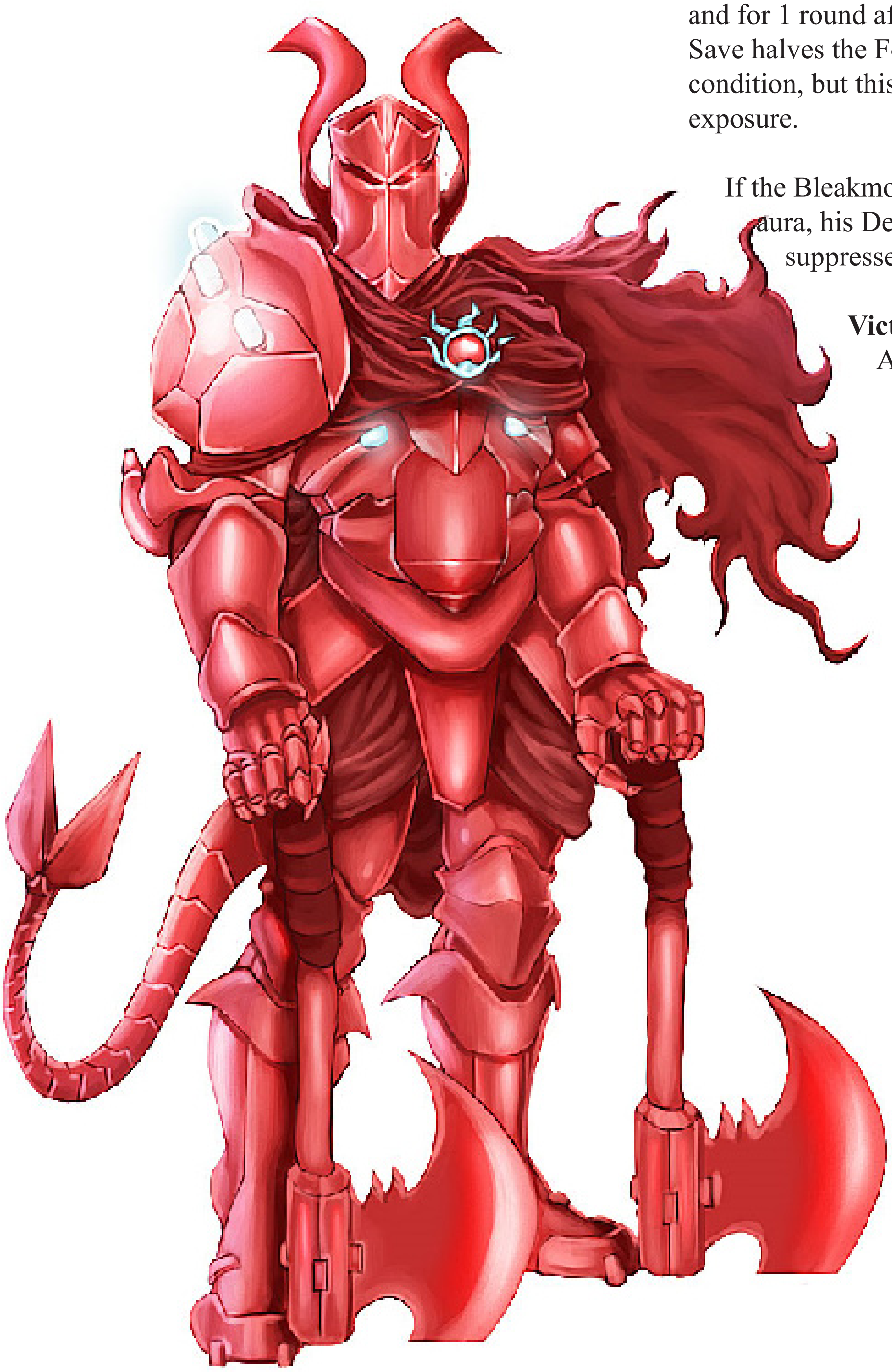
Offense
Spd 50 ft Flight 200 ft (good), Space Flight 2,500 ft (perfect)
Melee +46/+46/+46/+41/+36/+31 cruel, vorpal handaxe (1d6+13, 20/x3)
Ranged +38/+33/+28/+23 obliteration beam (10d10 force, 20/x3, 10,000 ft range increment)
Ranged Touch +38/+33/+28/+23 victimizing gaze (target loses all Resistances/Immunities for 5 rounds, W-DC 41 to negate, 20,000 ft maximum range)
Special Qualities No Breath, Greater Starflight
Spell-Like Abilities (CL 37th Concentration +43)
5x/day – baleful polymorph (DC 21)
- bestow curse (W-DC 21)

3x/day – kinetic kill weapon (R-DC 24)
1x/day – aeons crash down (W-DC 25)
- dominate monster (W-DC 25)
- nuclear impact (DC 24)

Statistics
Str 30 **Dex** 16 **Con** 26 **Int** 18 **Wis** 16 **Cha** 22
Base Atk +37 **CMB** +49 **CMD** 62
Feats Cleave, Dazzling Display, Deadly Stroke, Double Slice, Far Shot, Great Cleave, Greater Sunder, Greater Weapon Focus (hand axe), Greater Two-Weapon Fighting, Improved Sunder, Improved Two-Weapon Fighting, Point-Blank Shot, Power Attack, Shatter Defenses, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (hand axe)
Skills Craft (blacksmithing, gunsmith, mechanical) all at

+25, Flight +36, Intimidate +46, Knowledge (arcana, local, the planes, tactics, technology) all at +44, Perception +43, Stealth +36
Gear pair of *+3 cruel, vorpal handaxes*

Ecology
Environment any (native to the prison world, Bleakmoon, in the Outer Necklace)
Organization accompanied by vast armies of minions, including fearsome Korbus legions
Treasure vastly beyond triple standard (but good luck taking it)



SPECIAL ABILITIES

Bleakmoon Mutation (SU)
As a full round action, the Bleakmoon Tyrant can empower a willing ally with cosmic potency that bestows the *Fiendish* and *Giant* simple templates upon that creature. This transformation lasts for 24 hours or until the ally is slain. The Bleakmoon Tyrant can empower up to 35 HD worth of allies with this ability per day.

Dark Matter Corona (SU)
A corona of strange gravitic effects surrounds the Bleakmoon Tyrant at all times. Anyone who ends their turn within 30 ft of the Bleakmoon Tyrant suffers 4d6 Force damage and is *slowed* for as long as they remain in the aura and for 1 round after leaving it. A successful DC 41 FORT Save halves the Force damage and negates the *slowed* condition, but this save must be repeated for each round of exposure.

If the Bleakmoon Tyrant chooses to suppress this aura, his Deflection bonus to Armor Class is also suppressed.

Victimizing Gaze (SU)
As an attack action, the Bleakmoon Tyrant can fire a lance of burning crimson light from his dark gaze. This is a ranged touch attack with a 20,000 ft maximum range and no range increment. The target is severely debilitated on a hit, losing all forms of Damage Reduction, Spell Resistance or Powered Resistance as well as all forms of Energy Resistance or Energy Immunity. This loss remains in place for a maximum of 5 rounds, with the target gaining a DC 41 WILL Save at the end of each round to end the effect early.

NATURE

The Bleakmoon Tyrant is one of the most dangerous and ambitious cosmic warlords to ever have emerged from the churning, hyper-Darwinistic cauldron of the innermost reaches of ***Phallus Space***. Over the last ten millennia or so, the Bleakmoon Tyrant has carved out a sphere of influence and power stretching across endless parsecs of crowded, teeming and hazardous space.

The Tyrant's frightful, cosmos-rattling power and imperial ambitions has attracted the attentions of even the Old Gods, and it is testament to the Bleakmoon Tyrant's tactical acumen that Their attention has not eradicated him.

The Bleakmoon Tyrant is a slaver without compare and without mercy. The Tyrant is a specialized dealer in unique and exotic Lifespawn slaves, mind-warped and modelocked Battlechangers and other highly valuable prey. The Tyrant maintains a network of space pirates, slavers, star-criminals, mercenaries and xeno-horrors stretching across galaxies and spanning multiple planes of existence. The Tyrant rules from his redoubt on the fortified moon ***Bleakmoon***, a skull-like, crater-scarred world under the dying, crimson light of one of the Phallus' myriad captured suns.

The Bleakmoon Tyrant's origins and true nature are unknown, as the immortal Tyrant is known only by his gleaming armor, the color of blood. Thought the Tyrant's gender is unverified, common rumor holds that the Tyrant is a male, likely of either the potent Singular or Genesis bloodlines.

The Bleakmoon Tyrant truly lives up to his name. Though a tactical genius, he is prone to underestimating his enemies, and enjoys sadistically taunting his foes or torturing them rather than killing them out-right. His child-like rages and melancholy are legendary, and woe to any underling who brings him bad news. Not only does the Tyrant shoot the messenger, he usually wipes out their entire bloodline for good measure. The Tyrant is a petty sadist, who makes excellent use of both his spell-like abilities, more conventional tortures and the skills of entire worlds of slave-breakers to destroy his slaves mentally and spiritually while reshaping their physicality to his needs.

The Bleakmoon Tyrant is an immense armored biped clad head to toe in blood red cyber-armor forged from exotic, ultra-dense star-steel. The narrow slit of the Tyrant's helm reveals pulsing red light with the exact radiation signature of the dying star that Bleakmoon itself orbits. The Bleakmoon Tyrant is a joyful and dangerous combatant, a crimson blur of death and pain wielding twin mono-molecular axes and firing optic blasts capable of scuttling a military corvette. His electronically modulated voice is a demonic snarl of hatred.

THE GENESIS – CR 30

Bloodline – The Genesis
Large LN Outsider (extraplanar, lawful, lifespawn)
XP 9,830,400
Init +5 **Senses** Darkvision 500 ft, Blindsense 300 ft, *true seeing,* lowlight vision, perceive unencrypted wifi/radio/television signals, Advanced Long Range Sensors, Lifesense 500 miles, Perception +75
Languages Celestial, Draconic, Stonecutter, *truespeech, telepathy* 500 ft
Aura Machine Dominance/Uplift (controls all machines, 60 ft)

Defense

AC 49 **Touch** 24 **Flatfooted** 44 (-1 size, +5 DEX, +10 deflection, +25 armor)
HP 61d10 + 1,525 HP (2,135 HP)
Regeneration 20 (electricity and Lifespawn natural attacks)
FORT +60 **REF** +25 **WILL** +40
Immune Acid, Ballistic Cold, Fire, Force, Construct Immunities, Immunity to Magic, radiation
Resist Electricity 20, Sonic 20
Weaknesses Lifecount 1 (suppressed)

Offense

Spd 50 ft Flight 200 ft (average) Zero G Flight 10,000 ft
Melee +85/+80/+75/+70 axiomatic construct-bane slam (4d6+20 bludgeoning, 19-20/x3)
Ranged +70/+65/+60/+55 axiomatic heart-seeking laser array **(**2d12 fire, 18-20/x4, 100 ft range increment, full auto)
Attack Options Anti Quantum Barrage breath weapon (400 energy, 60 ft burst, REF DC 40 half, usable every 2d4 rounds)
Special Attacks four Thought Linked Lasers (36 force, 120 mile range, swift action)
Special Qualities Machine Body, No Breath, Greater Starflight
Spell-Like Abilities (CL 61 **Concentration +66)**
Constant – True Seeing, Protection from Chaos
At Will – Fabricate, Make Whole, Mending, Wish

Statistics

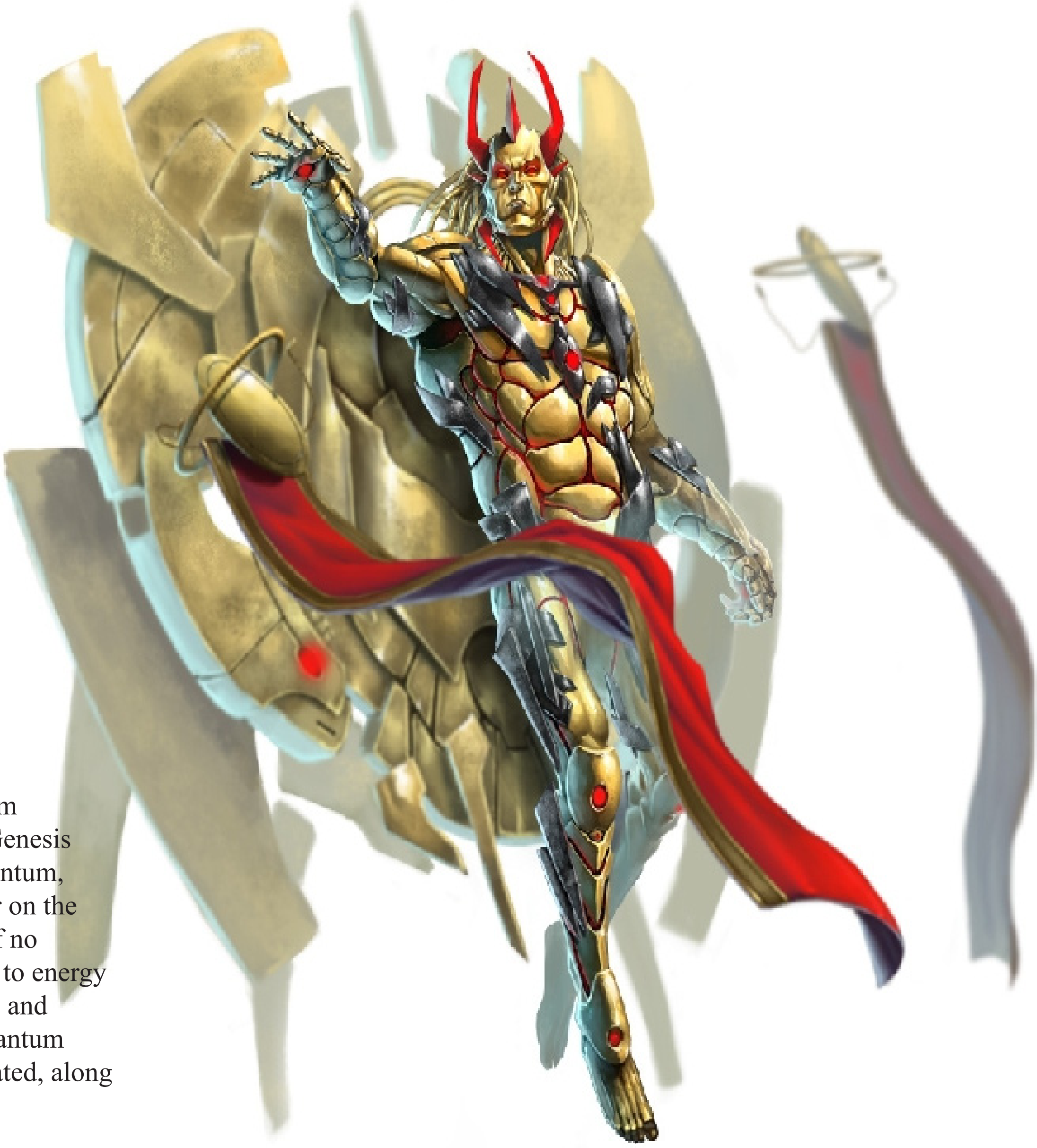
Str 50 **Dex** 20 **Con** 60 **Int** 50 **Wis** 20 **Cha** 20
Base Atk +61 **CMB** +82 **CMD** 97
Feats and Skills Assume Genesis can perform any task he desires given sufficient time; his vast age and intellect has given him tens of thousands of skill ranks. He specializes in mechanical and cybernetic engineering. His combat abilities are legendary, and there are very few adversaries that he cannot destroy effortlessly.
Gear Genesis can conjure any device or weapon desired with just a few seconds effort.

Ecology

Environment any (lairs in a fortified world-network within the Outer Necklace of Phallus Space)

Organization unique in all the multiverse. His armada is vast enough to blot out the stars.

Treasure virtually incalculable. The Genesis and his spawn are among the most powerful, ancient beings in all creation. He has virtually anything he could ever desire, and can create or conjure ultra-tech devices or art objects with a few moments' effort.



SPECIAL ABILITIES

Anti-Quantum Barrage (EX)

The Genesis can unleash a devastating barrage of energy from his disk-like main weapon. The Genesis fires a stream of agitated anti-quantum, which annihilates ordinary matter on the subatomic level. This energy is of no particular type, and is not subject to energy resistance or immunity. Creatures and objects destroyed by the Anti-Quantum Barrage are completely disintegrated, along with all their gear.

The Genesis can shape the resulting barrage with such precision he can target individual atoms, while leaving nearby atomic structures undamaged! The Genesis can choose which creatures and objects are affected by an anti-quantum barrage.

God Nature (SU)

As a divine creature, The Genesis automatically receives the best possible result on any dice roll, including attack rolls, skill checks and saving throws and Hit Die. When The Genesis makes a check, attack, or save assume a 20 was rolled and calculate success or failure from there. A d20 should still be rolled and used to check for a threat of a critical hit. The numerical, variable effects of any spell cast by The Genesis are maximized.

The Genesis and his hated sibling are among the most ancient beings in all creation. Even if The Genesis is slain anywhere on the material plane or in hyperspace, the Genesis will be reborn within the Phallus within 3d6 days, with no ill effect other than the loss of any gear or equipment carried by his previous incarnation. Death upon more distant planes requires 3d6 centuries for the god's body to reform.

Lifespawn Primacy (SU)

As god of machines and genius inspiration, The Genesis can restrict the behavior of lesser Lifespawn. Lifespawn creatures cannot easily attack or hinder The Genesis.

- Non-Lifespawn are not affected by this ability in any way.
- Lifespawn creatures with 37+ HD are immune to the effects of this ability.
- Lifespawn creatures with 18-35 HD cannot make attacks of opportunity against The Genesis.
- Lifespawn creatures with fewer than 17 HD cannot attack or take direct hostile actions against The Genesis.
- Lifespawn creatures with 4 or fewer HD cannot attack or take direct hostile action against either The Genesis or known allies of The Genesis, providing those allies are within 60 ft of the God.

Each Lifechain feat a creature possesses reduces its effective character level / Hit Dice by –1 for the purpose of this ability.

Machine Body (EX)
The Genesis is a cybernetic paragon. Though an Outsider, the Genesis has all the immunities common to constructs. Healing spells and affects cast to benefit the Genesis have only half the normal effect; this does not inhibit the Genesis' own magical abilities.

Machine Dominance/Uplift (EX)
The Genesis radiates a spherical aura of self aware smartlight viruses, nanotechnology and even more exotic machines. The Genesis can sieze control of any machine- including self aware machines such as cyborgs and androids- who comes within 60 ft of the god.

The Genesis retains control for as long as the machine remains within 60 ft of the god and for 1 minute after. No skill check is required, and The Genesis can control an affected machine as a free action; the Genesis can simultaneously control up to 50 machines. This ability functions as dominate monster in the case of intelligent machines, and affects even creatures normally immune to mind-affecting abilities.

If the Genesis wishes, it can awaken any non-intelligent robot, android or construct to true sentience. Doing so radically rewrites the construct's programs, as well as upgrading its hardware. The Genesis can raise any Construct's Intelligence score as high as 40; uplifted constructs gain an allegiance to The Genesis and an LN alignment. Uplifting a construct is a full round action; the Genesis can perform this action up to five times per day.

Immunity to Magic (EX)
The Genesis is immune to any spell or spell-like ability that allows spell resistance.

Technomancer (SU)
The Genesis is the god of technology, innovation and machine life. He is so skillful an artisan, he can construct any technological device with a Craft DC 100 or less as a full round action provided he has raw materials available within 100 ft. Components drift together in the air before the Genesis, and form the desired machine or item. The Genesis can conjure raw materials from nothingness, if he is forced to do so, this increases the creation time to 1d4 minutes. The Genesis can also perform skill checks involving machines without touching the device, from up to 1 mile away, without increasing the skill check DC.

The Genesis can create magical items worth up to 50,000 gp value as a full round action using this ability, provided those items have a technological basis (such as an enchanted laser pistol or a wonders item computer or the like).

The Genesis' at-will spell-like abilities can only affect technological items. His *wish* ability can only be used to conjure technological items, upgrade, degrade, modify or destroy existing items, or directly affect cybernetic or robotic creatures. He can destroy, alter or upgrade such creatures with little more than a thought.

Thought-Linked Lasers (EX)
The Genesis can fire a relatively-low power laser from any point on his body, projected by one of the hundreds of lasing arrays built into his metal skin, as a swift action. These lasers have a maximum range of 120 miles, and automatically strike a target within that range. The Genesis can fire a spread of up to 4 lasers as a single attack swift, which can be targeted at up to four different targets, or directed against a single victim.

NATURE

The Genesis is the second son of The Singular, the muse and patron of civilized, tool-using species. The Genesis is worshiped by every soldier carrying an assault rifle, by every pilot soaring in a sub-orbital, by every cyborg who gives up a bit of her flesh in exchange for power. The Genesis is known as the god of mechanical innovation; he is the patron of inventors, innovators and mechanical life. The Genesis is a creature of order and efficient justice, The Genesis seeks to free the universe and its people from the pain and weakness epidemic to organic life, and uplift consciousness to mechanical perfection.

The Genesis rules several thousand Outer Necklace worlds, all of which are pristine, orderly paradises. The Genesis' vassals toil constantly to improve both themselves and their world. The Genesis' kingdoms are as cold and perfect as a faceted diamond. The Genesis views his empire as a single great machine, and ensures all its components work together smoothly.

The Genesis rarely interacts with mortals, aside from his most trusted inner councils and the cybernetic or android governors he has appointed to rule his empire. He tolerates no disobedience, nor inefficiency among his subjects. The Genesis does not inflict direct punishments upon those who fail him, though his subjects completely shun outsiders and traitors, leaving them alone to face the dangers of Phallus Space. It is a rare mortal that earns more than a single word from The Genesis, though the techno-god will usually upgrade any cyborgs and implanted cybersystems brought into his presence. In his own way, he respects mortal fleshlings aware enough of their own biological shortcomings to upgrade to a machine state, and rewards them. Of course, a humanoid with a handful of implants might not take kindly to being transfigured into a full conversion cyborg by the techno-god; the Genesis has no interest in such objections.

As the younger son of God Himself, The Genesis is allowed entry to the Phallus, and the machine-lord's greatest foundries are found within the cosmic citadel.

APPEARANCE

The Genesis appears most often as a tall, proud humanoid male sculpted from a dense, golden metal. The Genesis stands nearly a dozen feet tall, and weighs more than a light starfighter. Every inch of the Genesis's metallic physique is inlaid with precious metals. The Genesis's body is paneled with strange obsidian markings in vaguely geometric shape; these smooth sections of his hull are so highly polished they reflect the stars The Genesis is a hyper-masculine god, and goes nude, with his erect penis proudly displayed.

The Genesis' bio-mechanical body is covered with hundreds of small lights, cameras and sensor nodes. These items glow a faint crimson, and glow like red stars, forming an intricate crimson web covering his entire anatomy. The Genesis's face is human-like and beautiful, in a hard way. A pair of curving horns- seemingly carved from crimson plasma- rise from the sides of The Genesis's skull.

The Genesis is accompanied into battle by a huge, flat disk, which hovers a few inches from his spine at all times. Like an animated cloak or a shield, this disk leaps outwards to intercept attacks aimed at the god. The hovering disk slowly rotates, and crackles with energy discharges. Like the Genesis himself, the spinal disk is gold, inlaid with obsidian and ruby. At its master's command, this spinal disk can unleash devastating barrages of energy.

GREAT WATCHMAKER – CR 30

Bloodline – The Genesis
Colossal LN Outsider (kaiju, lawful, lifespawn)
XP 9,830,400
Init +0 **Senses** Discriminatory Lifesense 25,000 light years, Darkvision 1 mile, Advanced Short Range Sesnors, *see in darkness, truesight,* Perception +60
Languages Celestial, *truespeech, telepathy (*planetary range)
Aura Harbinger of Cybernetic Revolution (planetary range; machine lifeforms and cyborgs gain the *bane* magical weapon property against members of their unmodified or creator species, as well as technology related Craft & other skill bonuses)

Defense
AC 42 **Touch** 12 **Flatfooted** 42 (-8 size, +10 deflection, +30 natural)
HP 58d10+870 hp (1,190 HP)
Damage Reduction 20/epic
FORT +47 **REF** +19 **WILL** +42
Immune Ballistic, Bludgeoning, Cold, Fire
Resist Acid 20, Electricity 20, Pleasure 20, Sonic 15
Weaknesses Lifecount 1 (suppressed)

Offense
Spd 100 ft Flight 500 ft (average), Space-Flight 4,000 ft
Melee +59/+54/+49/+44 slam (4d10+35 bludgeoning plus 4d10 energy*, 19-20/x4)
Ranged +55/+50/+45/+40 energy strike (8d10 energy*, 20/x5, 500 ft range increment)
Special Qualities Fling, Greater Starflight, Massive, No Breath, Recovery
Spell-Like Abilities (CL 58th Concentration +68)
At Will – any sorc/wiz spell of Sixth (6th) level or lower
- Downloaded Intelligence*

1x/day – Aeons Crash Down (W-DC 58)
- Asteroid Habitat*
- Erect Mega-Structure*
- Grand Terraforming*
- Nuclear Impact*
- Starship Foundry*
- Wish

* *Technology Unleashed*

Statistics
Str 65 **Dex** 10 **Con** 40 **Int** 30 **Wis** 30 **Cha** 20
Base Atk +58 **CMB** +101 **CMD** 111 (cannot be tripped)
Skills and Feats Assume the Great Watchmaker can successfully perform any skill check it is required to make through a combination of unimaginable intellect and scientific mastery as well as limited alteration of reality.

Skill check DCs of 60+ are mundane, and it would take a skill check DC of 75+ to even seriously challenge the creature.

Many feats simply do not apply to a being as powerful as a Great Watchmaker. It moves fairly slowly, with deliberation, but is inexorable and virtually unstoppable.

Ecology

Environment deep space
Organization solitary, trio or Grand Host (9-12)
Treasure incidental

SPECIAL ABILITIES

As If They Never Existed (SU)

Any creature slain by the Great Watchmaker, using any of its attacks, is utterly destroyed. Not even ash is left behind, as the creature is disintegrated along with all their possessions, while their soul is utterly destroyed. Only the direct intervention of a deity can restore a creature destroyed in this manner to life. Direct actions taken by the slain creature within the previous minute are effectively undone. If you have been tracking individual damage, undo all damage inflicted by the slain creature. If not, assume the Great Watchmaker recovers 2d4x50 HP as a result of this minor alteration of the time stream.

Discriminatory Lifesense (SU)

Great Watchmakers can sense the presence of and direction to Lifespawn at para-galactic ranges. The Great Watchmaker is also aware of the Lifecount and bloodline of all Lifespawn within this range.

Harbinger of Cybernetic Revolution (SU)

The mere presence of Great Watchmakers on a technologically advanced planet can spark global revolutions and AI rebellions, forging new machine cultures in the ruins of once fully organic civilizations. Great Watchmakers watch the birth struggles of new machine species with dispassionate interest, taking a subtle form of pride in species that fight with exceptional cleverness or passion.

This aura affects the entire planet for as long as the Great Watchmaker remains and for 1d6 days after it permanently departs. During this time, all machine lifeforms (such as Star Droids, Erobots, Battlechanger, Synths and other artificial species, including most technology based Constructs) and creatures with the Cyborg subtype gain the *bane* magical weapon property with all attack forms used, including manufactured weapons. The base effect targets either the creator species, or unmodified members of the Cyborg's species, who lack the Cyborg subtype themselves.

While the Great Watchmaker is on planet, it becomes easier to invent epoch-shattering technology, sparking less violent but no less culture-defining revolutions. During this time, all Craft (cybernetics, electronic, gunsmithing and mechanical) as well as all Computer Use checks are made with a +10 morale bonus. This bonus applies to organic creatures as well as intelligent machines.

Lifechained (EX)
Great Watchmakers are considered to have a single Lifechained feat for the purposes of predatory feats. Great Watchmakers immune to the effects of predatory Lifechain feats.

Lifespawn Primacy (SU)
Great Watchmakers can can restrict the behavior of lesser Lifespawn. Lifespawn creatures cannot easily attack or hinder a Great Watchmaker.

- Non-Lifespawn are not affected by this ability in any way.
- Lifespawn creatures with 19+ HD are immune to the effects of this ability.
- Lifespawn creatures with 9-18 HD cannot make attacks of opportunity against the Great Watchmaker.
- Lifespawn creatures with fewer than 9 HD cannot attack or take direct hostile actions against the Great Watchmaker.
- Lifespawn creatures with 4 or fewer HD cannot attack or take direct hostile action against either the Great Watchmaker or known allies of the Great Watchmaker, providing those allies are within 60 ft of the Great Watchmaker.

Each Lifechain feat a creature possesses reduces its effective character level/Hit Dice by –1 for the purpose of this ability.

Reality Manipulation (SU)
For a Great Watchmaker, thought, desire and action are all the same thing. The Great Watchmaker can alter reality on a level undreamt of by lesser beings. Each round, the Great Watchmaker can use any one of its spell-like abilities and make a full attack.

Time of Judgment (SP)
A trio of Great Watchmakers occasionally assembles, on some great and unknowable schedule, to judge a world, its technological and genetic progress and either condemn the intelligent inhabitants to extinction, or to uplift worthy species to a higher cultural plateau. The criteria an empanelled trio of Great Watchmakers use to determine whether a species faces extinction or evolution is known only to the vast, enigmatic star-gods, but the power they can bring to bear is legendary.

When a trio of Great Watchmakers are on the same planet, one of the trio, usually the Grand Watchmaker with the most Hit Die gains the ability to cast any one of the following 10th level (epic) spells as a spell-like ability, once per day. If five or more Great Watchmakers assemble on the same world, the senior Great Watchmaker can wield two epic spell-like abilities per day. If a full Grand Host is assembled, the senior Great Watchmaker may cast wield three epic spell-like abilities per day.

The Great Watchmaker can choose from the following spell-like abilities during a Time of Judgment.

- *1x/day* – (one of) Event Horizon (F-DC 58), Reproductive Apocalypse (F-DC 58), Planet Killer, Singularity Lock (W-DC 58), Technological Singularity, or Uplift

Undefined Energies (SU)
The energies wielded by a Great Watchmaker defy scientific analysis. Anytime the Great Watchmaker inflicts energy damage, either with a direct attack or via one of its spell-like abilities, the damage is of an unspecified energy type, not subject to specific energy resistances or immunities.

NATURE

Great Watchmakers are cosmic technomancers of unimaginable, nearly divine power. They judge entire worlds and species, using precisely delineated and exactingly measured criteria known only to themselves, but always seems to include an analysis of the presence of Nemesis Lifespawn within a tested world's bio-sphere. The uncontrolled infestation of Nemesis genetic characteristics can doom an otherwise satisfactory world. A species might attract the attention of a Great Watchmaker when it takes its first steps off planet, when it masters fission or fusion, when it becomes urbanized enough that the designs of its builders can be seen from space, or when their data-signals finally reach the receivers of an interested Great Watchmaker. Great Watchmakers hold to their own schedule: they might arrive on a world a million years after the radio signal that piqued their interest was first transmitted.

A handful of species, confident of their technological prowess and convinced of their culture's superiority, have formally petitioned a Great Watchmaker to be judged and hopefully, uplifted. The ***Culture*** claim to be one of these daring few. History is littered with the planetary graves of extinct species who took the gamble and somehow failed.

Great Watchmakers are utterly silent, armored gods that stand taller than the highest planetary mountain ranges. On miniscule worlds, a Great Watchmaker's shoulders might rise above the atmospheric envelope. The sheer size of these creatures is mind-boggling. A Great Watchmaker never actually touches the soil of a planet it is examining. It hovers exactly three meters above the planet's surface at all times, only this defiance of gravity preventing the cataclysmic earth-quakes a being of its size would otherwise cause with a single step.

The armor worn by a Great Watchmaker resembles extremely advanced powered armor, but on an impossible scale. The hull-metal of a Great Watchmaker is somewhere between cobalt and silver. Their all-concealing helmet is robotic and emotionless. Each individual Watchmaker has a unique helmet/facial design, each radically different from its fellows.

Great Watchmakers have never spoken to a lesser being in all recorded history. They simply act, without regard for how their actions are perceived by mortal races. If a species pleases them, Great Watchmakers can be benevolent gods: using their vast array of spell-like abilities to terraform the world, erect cities in an eyeblink or otherwise simulate decades of technological progress in just a few days. When a world fails their test, the Great Watchmakers are equally merciless. Failed species are exterminated- the easiest end simply erases the species' ability to reproduce itself and allows for gradual and relatively humane extinction. However, if a Great Watchmaker is ever truly angered, a race's end can come much faster. These armored star-gods have the power to quite literally wipe an entire planet from the heavens.

THE NEMESIS – CR 30

Bloodline – The Nemesis
Gargantuan CE Outsider (evil, extraplanar, lifespawn)
XP 9,830,400
Init +5 **Senses** Darkvision 500 ft, *See in Darkness, True Seeing*, scent, Lifesense 500 miles, Perception +75
Languages Abyssal, Celestial, Infernal, *Telepathy* 10 miles
Aura Acid Umbra (60 ft, all creatures suffer 4d6 acid and additional penalties for long exposure)

Defense
AC 51 **Touch 7 Flatfooted** 50 (-4 size, +1 DEX, +48 natural)
HP 61d10 + 1,586 hp (2,196 HP)
Damage Reduction 10/epic and slashing
Regeneration 50 (Fire and Lifechained natural attacks)
FORT +58 **REF** +21 **WILL** +39
Immune ability score damage/drain, Acid, bleed, Cold, charm, compulsion effects, disease, energy drain, Immunity to Magic, poison, polymorphing, radiation, suffocation, vacuum
Resist Electricity 20, Fire 10
Weaknesses Lifecount 1 (suppressed)

Offense
Spd 60 ft Swim 90 ft Flight 40 ft (poor) Zero G Flight 1,500 ft
Melee two +78 slams (10d8 +21 bludgeoning plus 3d6 acid, 20/x2) and +78 bite (8d10 slashing plus 3d6 acid, 19-20/x2 plus swallow whole)
Special Attacks Evolution's Whispers (various effects), Scream of Bile Breath Weapon (500 ft cone, 20d6 acid/sonic, REF DC 66 half, usable every other round), Swallow Whole (10d6 crushing plus 10d10 acid, AC 32, 190 HP)
Special Qualities God Nature, Greater Starflight, Lifespawn Primacy, No Breath
Spell-Like Abilities (CL 61st Concentration +72)
Constant – True Seeing, Freedom of Movement
At Will – Baleful Polymorph (W-DC 40)

- Caustic Eruption (R-DC 43)
- Cure Critical Wounds
- Horrid Wilting (F-DC 43)
- Inflict Critical Wounds, Mass (W-DC 44)
- Interplanetary Teleportation
- Polymorph Any Object
- Summon Nature's Ally IX (or any lesser Summon spell)
- Transmute Blood to Acid (F-DC 43)

1x/day – Reincarnate or True Resurrection

Statistics
Str 53 **Dex** 13 **Con** 61 **Int** 33 **Wis** 23 **Cha** 31
Base Atk +61 **CMB** +87 **CMD** 98
Feats and Skills One of the eldest beings in the galaxy,

Nemesis has tens of thousands of skill ranks. Assume he can perform any task he desires, given sufficient time. Nemesis specializes in animal husbandry, cross-breeding, medicine and genetic engineering. His combat abilities are legendary and there are very few adversaries that he cannot destroy effortlessly.
Gear The Nemesis rejects most 'hard technology' in favor of custom-grown and evolved biotech.

Ecology

Environment any (lairs in a bio-toxic, waterworld in the Inner Necklace of Phallus Space)
Organization unique in all the multiverse. His legions are endless.
Treasure virtually incalculable. The Nemesis' lair is a treasure trove of strange science and unique slave stock.

Special Abilities

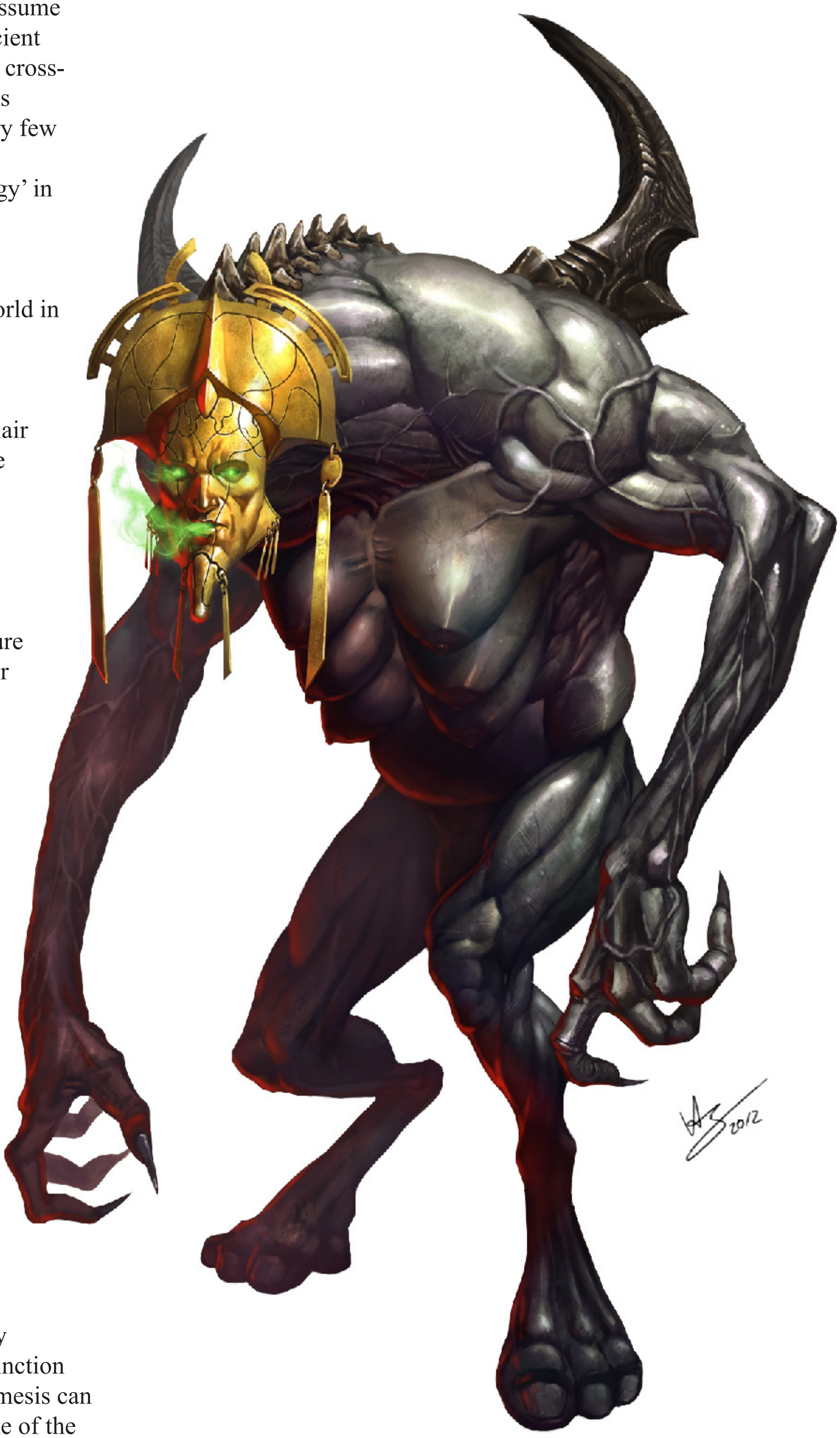
Acid Blood (EX)
The Nemesis' blood and other bodily fluids are acidic and xenotoxic in the extreme. Any creature damaging the Nemesis with a natural weapon or melee weapon attack suffers 4d6 Acid damage (REF DC 66 half).

Acid Umbra (EX)
The Nemesis continually exhales a cloud of deadly, flesh destroying acids. All living creatures within 60 ft of The Nemesis automatically suffer 4d6 points of acid damage per round they remain in close proximity. Creatures damaged by this acid for more than 10 consecutive rounds are *nauseated.* After 20 consecutive rounds, creatures begin *suffocating*.

The Nemesis may choose to allow specific creatures to approach closely without damage. The Nemesis may provide or revoke a creature's immunity to this acid cloud as a free action.

Evolution's Whispers (SU)
The Nemesis can snuff out lives and completely excise genetic lineages with barely a word- extinction in a single whisper. As an attack action, the Nemesis can use Evolution's Whispers to accomplish any one of the following effects. The Nemesis cannot use any version of Evolution's Whispers on two consecutive rounds.

The Nemesis may choose to exclude particular creatures, usually its allies, from any aspect of Evolution's Whispers.



- *Whisper of Death:*
  All creatures with the Lifespawn subtype with 31 or fewer Hit Dice within 60 ft of the Nemesis must succeed at a DC 41 WILL Save or die, suffering 10d6 negative energy damage on a successful save, which may be enough to destroy them anyway.

This is a death effect.

- *Whisper of Obsolescence*: All creatures with the Lifespawn subtype with 31 or fewer Hit Dice within 60 ft of the Nemesis must succeed at a DC 41 FORT Save or permanently lose the Lifespawn subtype and all associated powers, all Lifechained feats and similar abilities.

- *Whisper of Treachery*: All creatures with the Lifespawn subtype with 31 or fewer Hit Dice within 60 ft of the Nemesis must succeed at a DC 41 WILL Save or have their alignments change to *chaotic evil.* On a successful save, their alignment moves one step closer towards CE, on either the law/chaos or good/evil axis. Creatures who become chaotic evil worship the Nemesis and obey him almost unquestioningly. This is a mind-affecting ability.

God Nature (SU)
As a divine creature, The Nemesis automatically receives the best possible result on any dice roll, including attack rolls, skill checks and saving throws and Hit Die. When The Nemesis makes a check, attack, or save assume a 20 was rolled and calculate success or failure from there. A d20 should still be rolled and used to check for a threat of a critical hit. The numerical, variable effects of any spell cast by The Nemesis are maximized.

The Nemesis and his hated sibling are among the most ancient beings in all creation. Even if The Nemesis is slain anywhere on the material plane or in hyperspace, the Genesis will be reborn within on one of the worlds he controls within the Inner Necklace within 3d6 days, with no ill effect other than the loss of any gear or equipment carried by his previous incarnation. Death upon more distant planes requires 3d6 centuries for the god's body to reform.

Immunity to Magic (EX)
The Nemesis is immune to any spell or spell-like ability that allows spell resistance.

Lifespawn Primacy (SU)
As god of death, evolution and barbaric vigor, The Nemesis can restrict the behavior of lesser Lifespawn. Lifespawn creatures cannot easily attack or hinder The Nemesis.

- Non-Lifespawn are not affected by this ability in any way.
- Lifespawn creatures with 37+ HD are immune to the effects of this ability.
- Lifespawn creatures with 18-35 HD cannot make attacks of opportunity against The Nemesis.
- Lifespawn creatures with fewer than 17 HD cannot attack or take direct hostile actions against The Nemesis.
- Lifespawn creatures with 4 or fewer HD cannot attack or take direct hostile action against either The Genesis or known allies of The Nemesis, providing those allies are within 60 ft of the God.

Each Lifechain feat a creature possesses reduces its effective character level / Hit Dice by –1 for the purpose of this ability.

Persistent Molecular Acids (EX)
Any creature failing a Saving Throw for half damage against any of the Nemesis' acid—based attack forms, including spells and spell-like abilities is soaked in clinging acid. Each round, this persistent acid inflicts its initial damage minus one dice. Thus, an acid attack that inflicts 4d6 damage on the first round would inflict 3d6 on the second, 2d6 on the third, and so on. This damage persists until the acid can be somehow neutralized or washed off.

Nemesis' acid attacks ignore Acid Resistance or Immunity. (Note that The Nemesis is immune to the effects of his own acids, however.)

Scream of Bile (SU)
The Nemesis' breath weapon is a hypersonic roar that inflicts both sonic and acid damage. Half the damage inflicted is sonic, half is acid-based. Unless a creature is resistant or immune to both energy types, it takes full damage from the Scream of Bile. If a creature has varying levels of resistance to the two energy types, it uses the lower resistance against both forms of damage.

Ultra-Evolutionary Magik (SU)
The Nemesis' spell-like abilities use his CON score as their key ability.

NATURE

The Nemesis is one of the twin children of God, the devil figure in pan-galactic mythology. Completely above humanoid concerns of morality, this massively powerful creature believes that strength, courage, evolution and power itself can only be won through suffering. Known as the father of all disease and mother of all famines, and as the progenitor of the fearsome and omnipresent Nemesis Lifespawn, The Nemesis sees it as Hir duty to test and temper the creatures of the galaxy.

The Nemesis lurks within the Inner Necklace worlds, waging a war of ideals against Hir divine brother, The Genesis. The Nemesis has claimed a hundred score of the most lethal and bio-diverse Necklace worlds as

Hir kingdom. It's claimed the Nemesis sleeps within a sunken palace, floating amid an endless planetary ocean, dreaming amidst acidic seas. These fecund worlds are strangely beautiful, and are populated with some of the deadliest Lifespawn predators in all creation. The Nemesis commands dragons and aberrant alien-intellects millions of years old. Hir army is vast beyond imagining, and composed of the most savage and powerful Lifespawn in the cosmos.

The Nemesis is a wanderer, constantly pushing into new territory, and expanding the Nemesis Lifechain from one end of the galaxy to another. Very few worlds do not harbor at least one or two xeno-species originating from the Nemesis bloodline, and on many worlds, a Nemesis Lifespawn infection sparked the fire of sentient life. Though most species share an instinctive dread (and often a legalistic prejudice or extermination order of) Nemesis Lifespawn, many of these same species are themselves the distant, distant descendants of such creatures. Of all the great galactic powers, only the ***Stonecutter Mercantile Sphere*** and its protectorates (including Earth) allow registered Nemesis-blood sentients to live mostly unmolested lives, free from fear of genetic cleansing or other gene-based hate crimes. While several persecuted Nemesis Lifespawn might worship their species' progenitor, the Nemesis is a diffident deity at best. The Nemesis takes little notice of the survival of individual Lifespawn, and rarely grows attached even to Hir highest-level servitors, concerning Hirself with the strength of the Lifechain as a whole.

The Nemesis has no great animosity against other Lifespawn heritages, even the survivors of the Second Iteration. The cosmic eugenicist recognizes the potential and value of each, especially those tough or cunning enough to survive the remaking of reality. Often, the Nemesis has created hybrid spawn of multiple bloodlines, or has elevated new bloodlines to galactic prominence, either out of desire to strengthen existing life in the ensuing chaos…or just to see what happens. Curiosity is the Nemesis' strongest and most recognizable emotion.

The Nemesis was born within the Phallus, and he is welcome within the cosmic citadel as one of the princes of the universe. Some of the worlds of the Nemesis' kingdom are permanent portals into the Phallus; an unwary visitor can cross from a Necklace world into the Phallus with a single misstep.

APPEARANCE

The Nemesis most commonly appears as a goliath near-humanoid, well over fifty feet tall and as massive as a blue whale. The earth trembles under The Nemesis's feet. The deity's muscular frame is covered in a foot-thick layer of leathery, midnight blubber, so dark it seems to absorb light like a dead star. The Nemesis's face is bison-like, with a short snout and small, deep set eyes that glow a lurid emerald. The Nemesis' skull is topped by a pair of short, curving horns, and an uneven pair of larger horns rise from The Nemesis' shoulders, resembling a crescent moon.

The Nemesis hides his inhuman face behind a golden mask, resembling the burial mask of some ancient god-king The Nemesis carries no weapons, and has no need of such things. The hermaphrodite monster wears no clothes, nor armor, and displays Hir aberrant genitals proudly, as a battle standard.

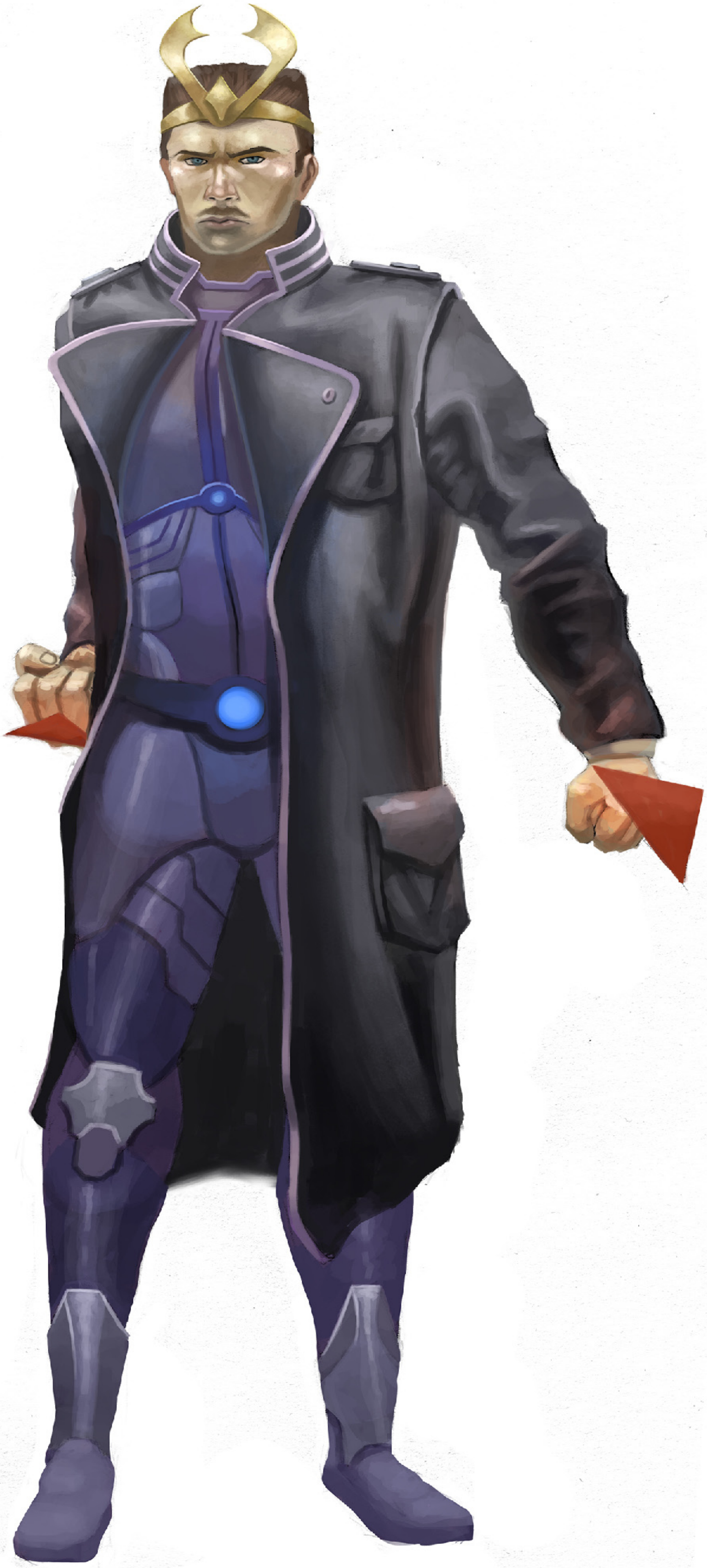
ARTEMIS' HARBINGERS

As Artemis prepares to return to Earth, to reawaken the Abortion War, she is accompanied by powerful minions. These Harbingers are powerful Lifespawn warriors personally uplifted by Artemis herself, equipped with revolutionary cyber-systems derived from her own star-forged body.

BRIGADIER GENERAL JERICHO LANG – CR 22

(aka Jerry Lane, Gerald Long, etc.)
Bloodline – Hybrid of the Mother and Genesis Bloodlines
Large LE Aberration (lifechained, psionic)
XP 614,400
Init +8; **Senses** darkvision 60 ft, Budget Long Range Sensors, Lifesense 10 miles, Perception +35
Aura defenseless hands, guardian halo (see text)
Language English, Spanish, Stonecutter, truespeech

Defense
AC 29, touch 14, flat-footed 25 (+4 Dex, -1 size, +15 natural, +1 morale)
HP 34d8+170 hp (323 HP)
Regeneration 5 (acid, electricity, and lifechained natural attacks)
Fort +16, **Ref** +15, **Will** +26
Damage Reduction 8/epic
Immune disease, fire, nonmagical cold, poison, radiation, suffocation, vacuum
Weaknesses Lifecount 4



Offense

Speed 40 ft; fly 80 ft. (good)
Melee unarmed strike +30/+25/+20/+15 (4d6+6 plus 10 fire/x3 plus 50 fire)
Ranged Triangular Plasma Bolts +28/+28 (20d10 fire plus heavy irradiation for 1 round/19-20/x3; 1,500 ft. range increment, full autofire, unlimited payload)
Special Attacks Seeking Plasma Bolt (as Triangular Plasma Bolts but automatic hit within 1 mile, once per 1d4 rounds)
Special Qualities No Breath, Tactical Spacefold), Triangular Semper Fu
Spelllike Abilities (CL 20th, Concentration +25)
Constant- truespeech

Statistics

Str 22, **Dex** 18, **Con** 20, **Int** 17, **Wis** 20, **Cha** 18
Base Atk +25; **CMB** +32; **CMD** 47
Feats Advanced Firearms Proficiency, Aligned Zealot, Burst Fire, Cleave, Combat Martial Arts[B], Defenseless Hands, Double Tap, Great Cleave, Guardian Halo, Improved Initiative, Iron Will, Meaningful Ink, Morbid Speculation, Neural Conditioning, Personal Firearms Proficiency, Point-Blank Shot, Power Attack, Starship Operation, Strafe,
Skills Computer Use +29, Heal +31, Intimidate +34, Knowledge (history) +29, Knowledge (tactics) +33, Knowledge (theology and philosophy) +30, Perception +35, Pilot +30, Stealth +29

SPECIAL ABILITIES

Defenseless Hands Aura (SU)

Four times per day, as a move action, General Lang can activate an aura that takes the form of illusory children carved from ghostly white light. This field extends to a 60 ft. radius and remains active for 3 rounds per activation. All creatures within the aura with any pagan patron deity or who follows a Choicer philosophy, as well as anyone who has ever had or performed an abortion, suffers a -3 morale penalty to AC and all saving throws.

Guardian Halo (SU)

As a free action, up to six times per day, General Lang can call a guardian aura into being around himself. This produces a force effect identical to the *shield* spell, providing a +4 deflection bonus to AC and blocking *magic missiles*.

Any creature with a Pro-Choice or similar allegiance as well as those who have undergone or performed an abortion, are considered shaken while within sight of the Guardian halo and for 1d6 rounds after, unless they succeed at a Will save (DC 15). Once activated, this ability remains in effect for approximately 30 minutes. This is a mind-affecting effect.

Meaningful Ink (SU)
General Lang's tattoos grant him a +1 morale bonus to his AC. They also grant him a +2 bonus to attack and damage rolls against those who are opposed to the Lifer philosophy.

Seeking Plasma Bolts (SU)
Once every 1d4 rounds, as an attack action, General Lang can fire a "seeking" plasma bolt. This attack functions identically to a standard plasma bolt, but is an automatic hit against any visible target with less than total cover within one mile. Concealment does not affect this blast.

Tactical Spacefold (SU)
Once per day, as a full-round action, General Lang can open an ITF space-warp to call in reinforcements. Doing so summons 2d4 "Baby Bounce" VTOLS (CR 12) which act as support for Lang and follow his orders exactly.

The gamemaster can also substitute any non-unique Lifer character of CR 10- CR 12 or less instead of one or more of the "Baby Bounce" VTOLS.

Triangular Plasma Bolt (SU)
General Lang can fire long range plasma blasts from his triangular weapons. These weapons inflict massive damage, and any target struck by them is considered to have been exposed to a heavy irradiated hazard for one round (Fort DC 21, 2d6 hour incubation, 1d6 CON initial and secondary radiation poisoning damage). The effects of multiple blasts are cumulative.

Triangular Semper Fu (SU)
The combat triangles floating above his knuckles are deadly close combat weapons in addition to their primary role as heavy-energy artillery. Lang adds +10 fire damage to any successful punch. On a confirmed critical hit, Lang instead adds +50 fire damage. This fire damage is added in, not multiplied on critical hit.

NATURE

Brigadier General Jericho Lang resigned his commission in the USMC shortly before the Abortion War went hot. Lang was one of America's most tactically brilliant commanders, who proved himself time and again during the "Mexican Sweeps" of the 2040s. He was also a committed proto-Lifer Christian, who was raised in a militant Evangelical tradition, which he spread to the troops under his command. Unknown to his superiors,

General Lang's first loyalty was to the emerging Lifer nation- during his tenure in the Marines, he steered intelligence, military weapontry and expertise to the Lifers. When Lang resigned, he took whole battalions of loyalist troops with him; some of these Marines resigned or were dishonorably discharged, while others simply went AWOL and disappeared into the Enclaves.

Lang's vision shaped the Lifer military. His example is the reason the Lifer AOG uses Marine Corps rank structure, and why the New Promise Infantry training offered on Kodiak Island is partially modeled on Parris Island. Lang served as part of the Lifer high command from the first day of the Abortion War to the last. After Artemis fell at Boston, General Lang found himself one of the most wanted men on the planet. His only viable choices were a last suicide charge, a life sentence in a supermax, or exile in deep space. Lang chose a blind jump, out into the Big Black.

That was 16 years ago.

APPEARANCE

When Brigadier General Lang escaped Earth after War's End, he was in his 80s. By 22nd century standards, he was approaching late middle life, but carried himself with the bearing of a career Marine many years his junior. General Lang disappeared from the historical record, hiding out somewhere in the Big Black. Those few who contacted him in during the post-war years reported he maintained the severe high & tight and short mustache he'd worn since he was 18, and acted more like a commanding officer than a hunted fugitive.

Something he met out in the Black changed Lang. When he returned to Earth during the first week of 2107, he was a god-warrior of the Lifechain, remade by the reborn Artemis' own hands. In his transfigured state, General Lang stands more than seven feet tall, and the crown of his head is surmounted by an axe-shaped horn, similar to the mating crest of a stag beetle. General Lang's bio-cybernetics are modeled upon Artemis' own. General Lang's ultra-dense, segmented carapace is a dark, bruised violet; his underlying artificial musculature and dermal layers are a mottled grayish black. A luminous version of the Lifer Sigil glows a threatening crimson at the center of Lang's breastplate.

Lang favors a Lifer officer's great coat, with a high collar, worn over his integral armor. He wears his general stars proudly. His main weapons are fist sized triangles, made of crimson xeno-alloys, which glow with internal power. These flattened triangles float about three inches above Lang's knuckles, held in their orbit above his fists by intense electro-magnetic fields. When Lang clenches his fist, a bolt of lava-like plasma erupts from the triangular weapon, capable of vaporizing a city bus in a single strike.

CAMPAIGN USE

Brigadier General Lang served with the Lifer Army of God since its inception, and is responsible for shaping many of the Lifer nation's military traditions and tactics. Now a post-human, he is even deadlier. He considers himself a harbinger of Artemis' return- John the Baptist to her returning Christ, or perhaps more accurately, the Silver Surfer to Artemis' Galactus.

General Lang is a unique 'boss monster' for the Lifer nation, among the most powerful new superhumans at its disposal. Like Artemis herself or Life Tank, General Lang could easily be the final adversary of a long campaign. If your campaign verges on Epic levels, or if your 20th level player characters are willing to risk everything in a last ditch assault on Artemis, General Lang can be a deadly 'mini-boss' immediately preceding the campaign's ultimate conflict.

SHOCKTREAD, REPENTANT TYRAKRON WARLORD – CR 17

Huge LN Monstrous Humanoid (Battlechanger) Summoner 18

XP 102,400

Init +0 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +19

Languages Celestial, English, Tech-FG, Tech-SV, Tech-TY

Defense

AC 22 **Touch** 10 **Flatfooted** 22 (-2 size, +12 natural, +2 shield**)

HP 18d8 + 108 hp (193 HP)

FORT +13** **REF** +8** **WILL** +14**

***Greater Shield Ally is already figured into AC and saving throws, above.*

Immune Fire, Suffocation, Vacuum

Weaknesses Cybernetic Security Risk -1

Offense

Spd 40 ft

Reach 15 ft

Melee +16/+11/+6 slam (2d8+5 bludgeoning, 20/x2)

Ranged +16/+11/+6 *Seeking Antimatter Cannon of Distance* (3d10+4 energy*, 19-20/x2, 80 ft range increment, semi auto)

Special Qualities Aspect, Eidolon, Bond Senses, Greater Aspect, Greater Shield Ally**, Life Bond, Life Link, Maker's Call, Merge Forms, No Breath, Shield Ally, Transposition, Unhealing

Spellcasting (CL 18th Concentration +23)

Sixth *– (3 slots) binding (W-DC 21), charm monster (mass) (W-DC 21), planar adaptation (mass), teleportation circle*

Fifth *– (5 slots) banishment (W-DC 20), greater heroism, greater rejuvenate eidolon, greater teleport*

Fourth *–(6 slots) hold monster (W-DC 19), mage's faithful hound, overland flight, sending, teleport*

Third *– (6 slots) dimension door, dimensional anchor (W-DC 18), displacement, enlarge person (mass), fire shield, heroism, rejuvenate eidolon*

Second *– (6 slots) bull's strength, cat's grace, haste, invisibility, resist energy, see invisibility*

First *– (7 slots) expeditious retreat, protection from chaos, protection from good, rejuvenate eidolon (lesser), shield, unfetter*

Zero *–acid splash, detect magic, message, open/close, read magic, resistance*

Spell-Like Abilities (CL 18th Concentration +23)

8x/Day *– Summon Monster IX (or any lower level Summon spell)*

Statistics

Str 23 **Dex** 11 **Con** 20 **Int** 13 **Wis** 12 **Cha** 20

Base Atk +13 **CMB** +21 **CMD** 31

Feats Augment Summoning, Far Shot, Improved Critical (anti-matter cannon), Legend-Grade Technomage, Summoner's Call, Spell Focus (conjuration), Toughness, Weapon Focus (anti-matter cannon)

Skills Intimidate +23, Knowledge (religion, history, technology) all +10, Perception +19

Cybernetics

Headware – Onboard Computer

Shannix Budget

Damage Reduction x3 (3), Energy Shielding (fire) (1), Feat Programming (Weapon Focus) (2), Special Weapon (anti-matter cannon) (3)

Ecology

Environment any land

Organization solitary or accompanied by other extremely high CR Lifer operatives or a smaller squad of subordinates, sometimes accompanying Artemis, Gen. Lang or other command level staff

Treasure standard (including gear)

SPECIAL ABILITIES

Alloyed Technomage (SU)

Shocktread is the pinnacle of machine evolution- an Alloyed Battlechanger warrior with few rivals. She receives a +1 trait bonus on opposed skill checks made against Battlechangers without the Alloyed trait. She increases the Saving Throw DC of any spell she casts against Battlechangers without the Alloyed trait by +1 DC, which stacks with the effects of Spell Focus (Conjuration) when applicable.

Anti-Matter Cannon (EX)
Shocktread's anti-matter cannon inflicts damage of an unspecified energy type, and is not subject to energy resistance or immunity.

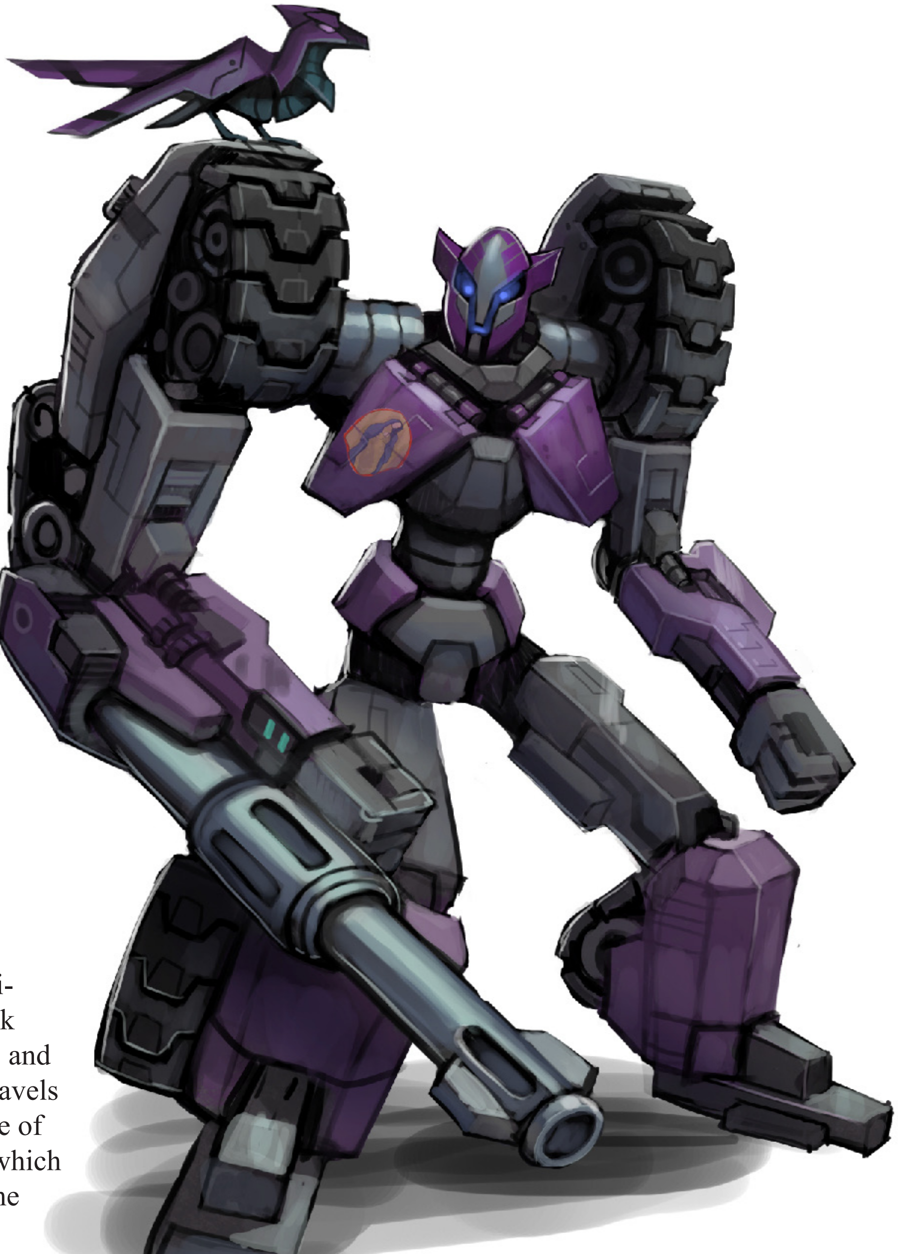
Deployer (SU)
Shocktread's Eidolon and all creatures summoned via her innate spell-casting abilities have a mechanical appearance and some immunities usually reserved for Constructs. They are immune to critical hits, stunning, and ability score damage and drain. These creatures also gain the No Breath and Unhealing racial qualities.

Fuelon Reserve (EX)
Shocktread has 4 points in her Fuelon reserve. She can expend a point of Fuelon to achieve a number of results, described fully in this sourcebook's appendix.

Massive Strength (EX)
Shocktread's pneumatics and artificial musculature allows her to haul enormous weights, out of proportion to her size. Her lifting, carrying and dragging limits are 100 times greater than a humanoid creature of her size. Her maximum load is 60,000 lbs.

Alt-Mode

Shocktread assumes the form of a goliath ebony, multi-tread combat tank of unknown and alien model. In tank mode, she is as massive as a two story office building, and gouges deep canyons in the tarmac of any street she travels down. Her anti-matter cannon becomes the centerpiece of a lethal weapons array, including UAV launch tubes (which move to her upper spine in robot mode) from which she summons the robotic predator known as Life-Flight. Shocktread can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.
Classification Gargantuan Ground Fighter
Damage Reduction 15/-
Armor Class 25
Spd 100 ft (Slow alt-mode disadvantage)
Maximum Load 60,000 lbs



EIDOLON: LIFE-FLIGHT

Shocktread's Eidolon takes the form of an advanced combat UAV launched from the upper turret of her tank form. When deployed, the semi-autonomous Life-Flight drone spreads batlike wings. This eerily silent, jet black mechanoid is studded with luminous crimson energy vents that glow like bloody stars in the darkness. It prefers nocturnal operations. Life-Flight displays an almost animalistic devotion to its master, often perching atop her shoulder when she is in robot mode. For her part, Shocktread treats the drone with an affection she shows for very few other beings, mechanical or organic.

Hit Dice 14d10 + 70 hp (147 HP)
Size Huge **Reach** 15 ft **Speed** 40 ft Fly 50 ft (good)
AC 19
Spell Resistance 29
Immune Critical Hits, Stunning, Ability Score damage/drain
Senses Darkvision 60 ft, lowlight vision
Saves FORT +9 REF +13 WILL +11
Attacks +23 bite (1d6 + 17 slashing, 20/x2), two +23 claws (1d8+11 slashing, 20/x2), +23 wing buffet (1d8 +11

bludgeoning, 20/x2)
Ability Scores STR 33 DEX 19 CON 21 INT 8 WIS 15 CHA 11
Skills Fly +26, Intimidate +17, Perception +19, Survival +19
Feats Combat Reflexes, Dodge, Fleet x2, Fly-By Attack, Hover, Power Attack
Special Qualities Bond Senses, Devotion, Evasion, Greater Shield Ally**, Improved Evasion, Life Bond, Life Link, Maker's Call, Merge Forms, No Breath, Shield Ally, Transposition, Unhealing
Evolutions Bite x2, Construct Immunities, Claws, Flight, Limbs (legs), Size Increase: Huge, Skilled (fly) Wing Buffet

NATURE

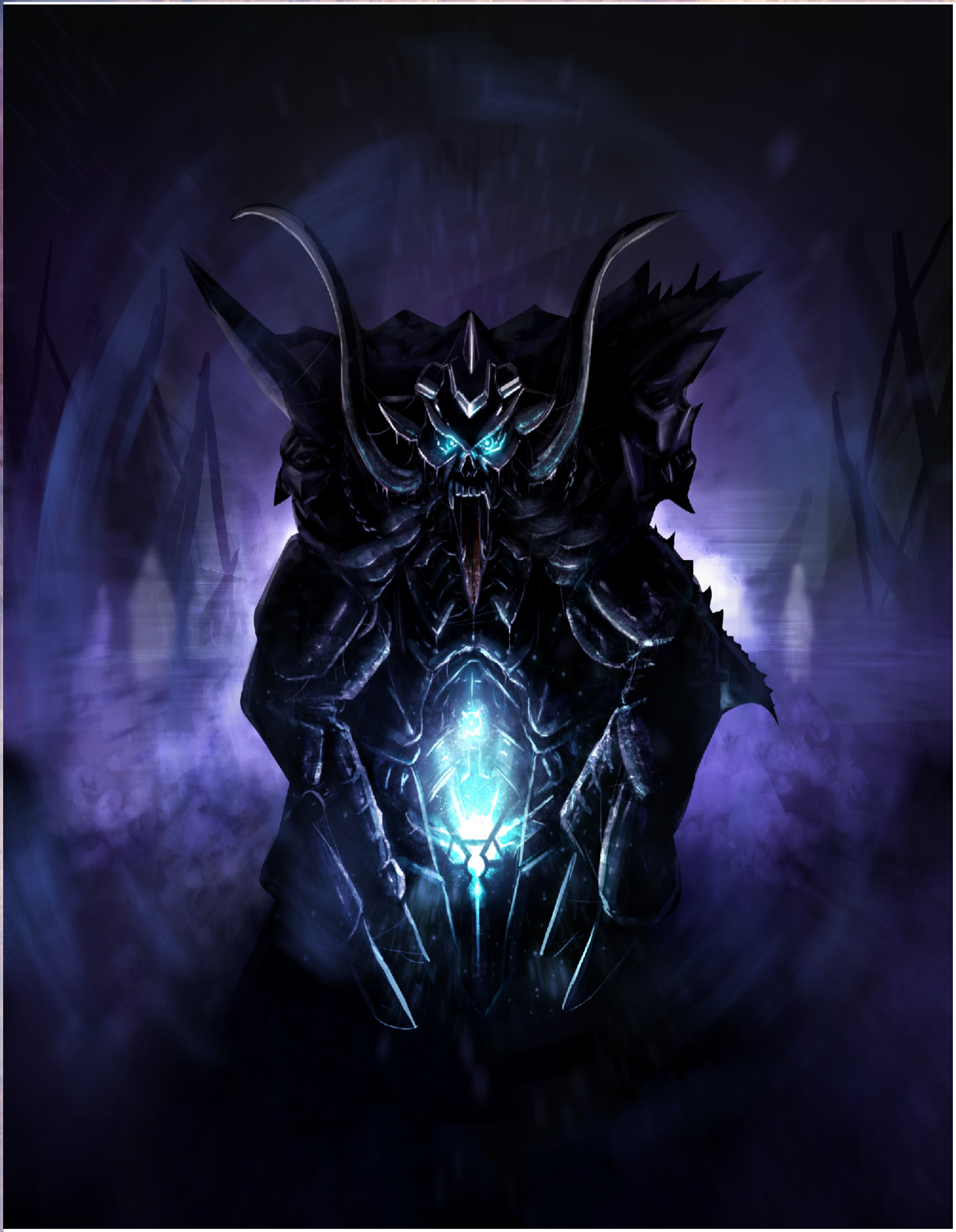
The massive, somber Shocktread is one of the few xenoforms the fearsome star goddess Artemis trusted with command of the ***Lifer Army of God*** on Earth. Artemis encountered the Tyrakron general in campaigns spanning ten million years, across a million solar systems. Artemis crippled the Tyrakron general a thousand times or more. But once, just once, Shocktread got the better of the star goddess. She commanded a meticulously planned assault that cost the lives of nearly 1,500 elite Tyrakron special forces troops and scorched the atmosphere of *Robemilne-113*, but nearly ended Artemis' immortal existence. When the thrill of conquest paled, when the glory of the Tyrakron Empire no longer held any luster, Shocktread drifted away from the armies she once proudly commanded.

Soon after her conversion to Evangelical Lifer Christianity, Artemis made a short sojourn to the stars, eventually tracking the reclusive Shocktread. Artemis introduced the concept of maternity and femininity to the then-genderless Shocktread, forcing the Tyrakron to realize that the affection she felt for her combat partner was almost maternal, and that Shockblast was what humans could easily describe as female. Finding new purpose, resolve and identity, Shockblast accompanied Artemis into Earthspace, bringing ten million years of tactical experience to the Lifer Army of God. Along with General Lang and the Ghosts, Shocktread became one of the core commanders of the war-time Army of God.

When Artemis fell at Boston, it was Shocktread who accompanied her body to her stellar tomb. She left Earth then, unbound by its laws and treaties, and left for the Big Black. She knew her rival and mentor would live again, and began intensive training and bio-system upgrades to be ready for her call. Her current whereabouts are unknown to humanity, but rumor of her presence beyond human explored space terrifies the Choicer military agencies tasked with tracking her.

Shocktread is a massive Tyrakron warrior sheathed in black steel plating that gleams like oil at night. Her already massive frame is made even more imposing by the thick crawler treads that gird her shoulder plating, upper shoulders and hips. On Earth, she redesigned her breast plate and torso cladding for a more feminine shape, and took on purple trim and Lifer rank insignia, even altered her vocal processors to give her words a determined, smoky, female cadence. However, she did nothing to soften the multiple layers of cranial armor protecting her facial sensors and systems. Like Artemis herself, Shocktread is armed with a single massive cannon, an anti-matter containment bottle worn on her left forearm, which glows like a dying star.

Shocktread is a brilliant general, using her occult and alien abilities to enhance the troops under her command, or to augment tactical maneuvering. She prefers hit and run strikes and well-planned ambushes, and is patient enough to abort a strike if conditions are not exactly right. She is lethally efficient against armed combatants, and shows no mercy and little emotion in battle. However, she has little taste for atrocity and will make a few tactical concessions to minimize civilian causalities. While on Earth, she fought fully in accordance with the Geneva and Baghdad Conventions.



TERMINUS

EST – CR 30 / MR 10

Bloodline – The Singular
Colossal NE Aberration (Battlechanger, great old one, kaiju, lifespawn)
XP 9,830,400
Init -1 **Senses** Unlimited range Darkvision, lowlight vision, Advanced Long Range Sensors, Lifesense 100 lightyears, perceive unencrypted radio/television and wifi signals, *truesight,* Perception +65
Languages Abyssal, Draconic, Celestial, Infernal, Tech-TY, *telepathy* 10 miles
Aura Unspeakable Aura (10 miles, targets fire wildly at a -10 penalty at the Great Old One and take no other actions, W-DC 34 negates)

Defense
AC 31 **Touch** 1
Flatfooted 31 (-8 size, -1 DEX, +30 armor)
HP 60d8 +900 hp (1,380 HP)
Damage Reduction 20/epic
Fast Healing 50

FORT +30 **REF** +14
WILL +35
Resist Acid 30, Electricity 30, Negative Energy 30, Sonic 30
Immune Cold, Fire, ability score damage/drain, aging, death effects, energy drain, fear, mind-affecting effects, paralysis, petrification
Weaknesses vulnerable to attacks by Battlechangers with the Circuit Chalice or similar feats; see text

Offense
Spd 100 ft, Flight 1,000 ft (poor), Space Flight 4,000 ft or 10 hexes, Hyperdrive Rating 0.5
Melee two +100 slams (200 bludgeoning plus 3d10 fire, 20/x4) plus +100 bite (3d10 x 10 piercing plus 5d10 fire plus swallow whole, 18-20/x4)
Ranged *nuclear impact spell-like ability* (20d10 fire plus Severe Radiation for several months, 5,000 ft spherical burst, 10 mile maximum range; disintegrates targets and objects completely destroyed, no save)
Special Attacks Hurl Foe, Swallow Whole (10d6 bludgeoning plus 10d6 fire plus Severe Radiation, AC 25, 140 HP)
Special Qualities Ferocity, Freeze (as a planet), Immortality, Massive, Mythic Surge (25x/day, +1d12), Recovery
Spell-Like Abilities (CL 50th Concentration +55)
Constant – detect chaos, detect evil, detect good, detect law, true sight

At Will – interplanetary teleportation
- nuclear impact (detailed in ranged attack line above, as it is Terminus Est's primary ranged attack option)

1x/day – event horizon (centered on self only, takes no damage from the effect)
- singularity lock

Statistics

Str 100+ **Dex** 8 **Con** 40 **Int** 13 **Wis** 20 **Cha** 18
Base Atk +40 **CMB** +103 **CMD** 112 (immune to trip, bullrush, reposition)
Feats Fuelon Carnivore

Ecology

Environment native to deep space and Hyperspace, lairs in the Inner Necklace when inert
Organization solitary and unique
Treasure at least triple standard (valuable components and ores within body)

SPECIAL ABILITIES

Countdown to Extinction (SU)
When Terminus Est arrives in an inhabited solar system, it begins counting down to the destruction of a habited world within this system, charging up a massive particle beam unleashed after several long moments and exterminates an entire planet.

This countdown begins at Twenty (20) when the encounter starts, and descends by one per combat round. In addition, each time Terminus Est confirms a critical hit or expends a point of Fuelon for any reason, the counter drops by one. When the counter reaches Zero (0), Terminus Est unleashes its particle beam weapon, destroying the nearest planet and most moons in close orbit on Initiative 0 of the round.

Orbiting starships and stations can attempt a DC 45 REF Save to avoid total destruction. If successful, all systems are considered glitching and they are reduced to 1 HP. Moons and stations in more distant orbit might survive more or less intact at the game-master's option. The long term effects of destroying a world completely, including gravitic effects on the remainder of the solar system are for the game master to adjudicate.

Terminus Est can only use this planet-killing attack once per encounter. If Terminus Est flees the encounter using *interplanetary teleportation* or by entering Hyperspace, its counter resets.

Fuelon Reserve (EX)
Terminus Est has a Fuelon Reserve of 8 points. Terminus Est can expend a point of Fuelon to achieve a variety of effects, described fully in this sourcebook's appendix.

Insanity (EX)
Any creature that attempts to interact directly with Terminus Est's thoughts (such as via *detect thoughts* or *telepathy*) must succeed at a DC 34 WILL Save or be driven permanently insane. Creatures that make a successful Computer Use check to read detailed sensor data on Terminus Est also risk insanity. This duplicates either the effect of the *insanity* spell, or the insanity rules in the Pathfinder Roleplaying Game *Gamemastery Guide*, in which case the Save DC is also the ongoing insanity DC. This is a mind-affecting effect.

Any Battlechanger who succumbs to this insanity begins transforming between modes uncontrollably, takes no other actions and becomes helpless. The Battlechanger expends Fuelon to randomly rescan their alt-mode or to change shape more quickly, until their Reserve is expended.

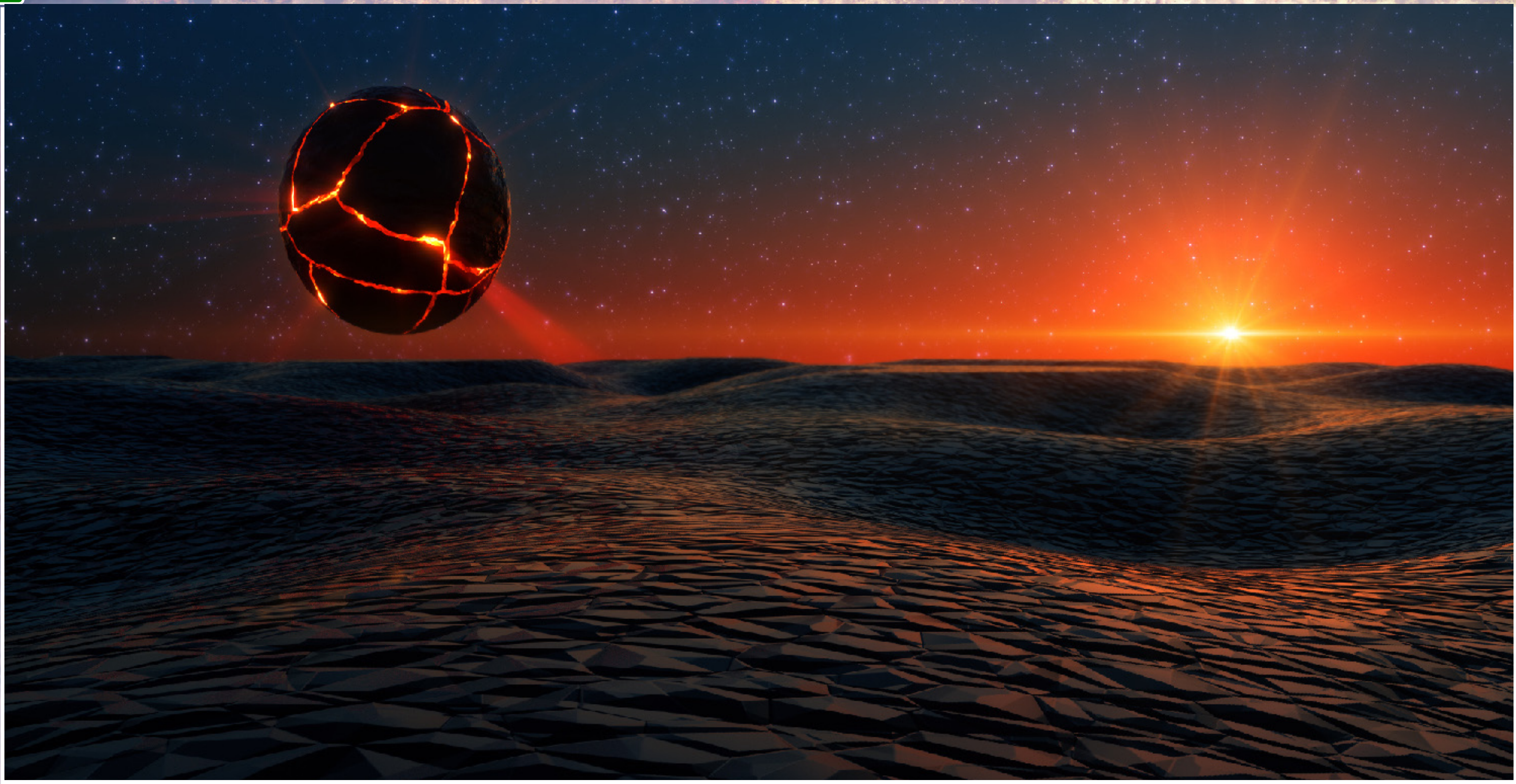
"Light Against the Darkest Hour" (SU)
Terminus Est is especially vulnerable to the blades and blasters of true Battlechanger heroes. Any attacks made by a Battlechanger character with the ***Circuit Chalice*** feat, or any other feat with ***Chalice*** in the name bypasses the Great Old One's Damage Reduction and negate its Fast Healing for one round.

Legendary (SU)
Terminus Est's weapons and any weapon it wields are considered chaotic, epic and mythic for the purpose of overcoming Damage Reduction.

Mythic (EX)
Terminus Est is treated as a 10 Tier Mythic creature for determining how Mythic powers and abilities affect it. Terminus Est can use a Mythic Surge (+1d12) up to 25 times per day. As the closest thing to God in this universe, Terminus Est is a perfect machine. It receives maximum Hit Points per Hit Die.

Truly Massive (EX)
Terminus Est is larger than the inner orbit of many solar systems. Terminus Est can swallow any sized creature whole and may swallow an unlimited number of creatures whole. Its melee attacks make one attack roll and apply the result against all adjacent targets within 60 ft of the primary target.

Unspeakable Aura (SU)
Terminus Est's mere presence inflicts horrible mental anguish and torment upon all creatures within ten miles who can clearly see the Great Old One, A creature affected by Terminus Est's insanity immediately begins firing all



ranged weapons wildly at the Great Old One, suffering a -10 penalty on attack rolls and being considered flatfooted during this time. While affected, the targets can take no other actions and scream, cry and mutter futility while firing until all weapons are empty.

A successful DC 34 WILL Save negates this effect. A creature who saves cannot be affected by Terminus Est's unspeakable presence for 24 hours; this is a mind-affecting effect.

Alt-Mode

Terminus Est can switch between its robot form and its alt-mode as a move-equivalent action that never provokes attacks of opportunity. Terminus Est becomes a lifeless, metal world of vermillion and black steel larger than the planet Neptune.

Classification Colossal Space Mover
Armor Class 35
Spd Space Flight 4,000 ft or 10 hexes, Hyperdrive Rating 0.5
Maximum Load effectively unlimited

NATURE

Terminus Est is the legendary death-planet of the Inner Necklace, a lifeless world of black steel orbiting the Phallus itself, free from the gravity of any star. Terminus Est is the grasping hand and clenched fist of the ***Singular*** Himself, a Battlechanger war-machine larger than a dozen planets, and capable of laying waste to a galaxy. Terminus Est slumbers for billions of years at a time, only awakening when the Singular's dreaming consciousness senses a true danger to His reign. Terminus Est is the weapon of last resort, a killing machine so horrific that even though no galactic empire has seen its fury in living history, it has entered the myth cycles of ten thousand species as the harbinger of the Apocalypse.

If awakened by the Singular, Terminus Est drifts out of orbit and enters Hyperspace, gliding majestically through non-reality towards its targets. Once its fury is awakened, Terminus Est destroys and devours every habited world between its point of origin and ultimate target. Terminus Est is unhurried and cares nothing for stealth. It is designed to annihilate planets and commit genocide: its targets cannot flee, and even the mightiest stellar armadas cannot do more than annoy the Great Old One for a few moments.

In its robot form, Terminus Est is a god of death larger than the planet Neptune, a giant so massive it blots out the stars behind. Terminus Est's hull is a gleaming obsidian accented by rich vermillion and stark silver, and its armored crown is a complex puzzle of horns, crescents and spines. His talons are the size of cities. Nuclear missiles line Terminus Est's body like the hairs on a spider, enough nukes to lay waste to ten million worlds, nearly as countless as the stars above. Terminus Est's voice is a terrifying avalanche of hatred and contempt that can carry even through hard vacuum, as the creature's words are equal parts sound and thought.

Terminus Est barely notices lesser lifeforms, but the massive creature's body is colonized by vast armadas of Battlechangers that serve as the monster's anti-bodies. Use a variety of ***Tyrakron*** stat-blocks to represent these anti-invader systems. Dangerous ***Eradica*** also lurk in the creature's bio-mechancial guts. The most powerful have Awakened Heritage (Singular) as a farther power boost, and physically resemble the goliath god-machine. If Terminus Est is ever slain or defeated, the Singular is aware and might actually awaken. When that happens, the player characters, no matter their power level, are FUCKED.

TERMINUS PROBE – CR 14

Bloodline – The Singular
Gargantuan N Construct (Battlechanger, Lifespawn)
XP 38,400
Init +2 **Senses** Blindsight 10 miles, Budget Medium Range Sensors, perceive unencrypted radio/television and wifi signals, Lifesense 1 lightyear, Perception +30

Defense
AC 18 **Touch** 8 **Flatfooted** 16 (-4 size, +2 DEX, +10 natural)
HP 19d10 +60 hp (165 HP)
Damage Reduction 10/mythic or epic
FORT +6 **REF** +8 **WILL** +10
Immune Force, Sonic, Pleasure, construct immunities, visual effects (Blind)
Weaknesses Lifecount 1

Offense
Spd Flight 200 ft (perfect), Space Flight 4,000 ft or 10 hexes, Hyperdrive Rating 5
Ranged one or more +13 disintegration beams (5d10 energy*, 20/x2, 500 ft range increment)
Special Attacks Death Throes

Statistics
Str 20 **Dex** 14 **Con** – **Int** – **Wis** 18 **Cha** 1
Base Atk +19 **CMB** +24 **CMD** 36 (cannot be tripped)
Feats Fly-By Attack, Hover
Skills Perception +30

Ecology
Environment hovering ominously, anywhere
Organization always solitary
Treasure none

SPECIAL ABILITIES

Apocalypse Beacon (EX)
If a Terminus Probe is destroyed by Lifechained opponents, total the Lifecount of all Lifespawn involved in the conflict. That is the percentage chance that Terminus Est awakens and journeys to the planet where the battle occurred within one year (campaign time) of the event.

Death Throes (EX)
When the Terminus Probe is destroyed, it begins rapidly vibrating for several seconds, before its vibrations intensify to deafening levels, and the sphere shatters spectacularly. This explosion inflicts 2d6 x10 points of Sonic damage to all creatures within 120 ft (R-DC 19 half). In addition, all creatures within this radius must succeed at a DC 19 FORT Save or be permanently deafened.

Disintegration Beams (EX)
The energy of the Terminus Probe's disintegration beam is not subject to Energy Resistance or Immunity. Targets destroyed by this energy are disintegrated completely, along with all their gear.

Multiple Target Lock-On (EX)
The Terminus Probe may make one ranged attack at its highest base attack bonus against each enemy that threatens it within the first range increment of its disintegration beam.

NATURE

Terminus Probes are among the fastest objects in the known galaxy. These enigmatic probes are dispatched by the slumbering Singular to scout worlds that might one day become a threat to Him. They storm into the upper atmosphere of a targeted world, glowing like flame and blood, staring down ominously. A Terminus Probe might hang immobile in the upper atmosphere for days, weeks, or even long years until it has gathered enough data. The Terminus Probe might receive a command that takes it off-world, never to return, or it might be ordered to begin scouring all life from the surface with its disintegration beams.

Worse, every Terminus Probe carries a chance that the Singular might judge the target world and send the legendary Terminus Est to annihilate it. As bad as one of these probes are, what they might call is infinitely worse. The unpredictability of these machines, and the enigma of their mission, is the most terrifying thing about them.

Terminus Probes are house-sized spheres of black matter lit by internal radiance. They emit a deafening, electrical hum, and lash out with omni-directional beams of light capable of unbinding the strong force of atoms.

THE GHOSTS OF THE TRUE GREY EMPIRE

Born of the shadow of the Singular bloodline, the ***True Grey*** were one of the cruelest regimes in galactic history. Though long vanished, the True Grey's cruelty remains legendary, their excesses told and retold in children's tales. The True Grey remain the wolves at the galactic door. The True Grey Empire was already in ruins before homo sapiens entered the galaxy. ***Artemis'*** actions only euthanized a cruel and dying race.

After the True Grey's extinction, the species' self-aware machines tried desperately to resurrect them. The best these ancient machines could do was a hybrid – a rough approximation of their former masters. "Half a Grey is better than none," said the ancient machines, as they went about the process of evolving a race of hybrid servitors, in a vain attempt to recapture the past.

Finding the genome especially interesting and adaptable, the Grey machines used DNA from Earth's emerging *homo sapiens* populace to create their "Half Grey." Though Half Grey only began returning to Earth in the last century, the entirety of the hybrid species bears the blood of Earth in their veins. The Half Grey were created to be the slaves of the ancient machines, their reproduction tightly controlled by the Grey AI.

Eventually, the Half Grey rebelled, winning their freedom from the cruel machines. However, freedom also meant eventual extinction: Half Grey cannot reproduce without the machines. The rootless Half Grey species became refugees, with many migrating to their ancestral birth-world of Earth. Beginning in the late 2010s, Half Grey became refugees, with the first colonists arriving on earth during the mid 2010s and 2020s. Most settled in California, attracted by the presence of early Lifespawn superhumans in the region. Half Grey culture grew alongside the Choicer Covenant, as early Half Grey *kyrans* (hereditary leaders) traded Grey technology for access to Choicer gyno-medical care, in the hopes of increasing their dwindling numbers.

Today, Half Grey comprise a substantial minority of California's xeno-immigrant population, and many Earth-born Half Grey consider themselves Choicer citizens of Earth rather than the last scions of a long-extinct alien empire. An even larger colony lives on Diana Station, where they work closely with human xeno-archeologists to restore a dormant birthing crèche, buried under the lunar dust for aeons. The ***Mare Serenitatis Crèche*** was discovered by humanity at the dawn of the 21st Century, and by reverse engineering the ancient technology abandoned beneath the lunar surface, mankind was able to make first contact with the Stonecutters and other galactic powers.

A HISTORY OF THE GREY ON EARTH

Otherverse America's history and real-world history began diverging in a noticeable way between the years of 2009-2011. Before that, Otherverse America's historic divergences were either off-planet (such as the existence of the Stonecutters and other galactic races), hidden from the public eye (such as Buffalo's service to the government over the course of a century), or analogous to real-world events (such as Dr. Barron's shooting in 1996).

However, sometime in 2009 or 2010, America returned to the moon after detecting a faint signal from a subterranean structure that went undetected during the previous Apollo missions. There, human astronauts discovered a long-abandoned True Grey city, buried beneath the Lunar dust. By 2011, humanity had learned to reactivate some of the Lunar structure's databanks and communication systems, allowing first contact with both the Half Grey Diaspora and the Stonecutter Mercantile Sphere. By 2012, the first Half Grey refugees had arrived on Earth, and had begun carving out a neighborhood of their own in San Francisco, and from there, things rapidly got strange….

THE SUNSET DISTRICT "KASSA VELTAWINNE"

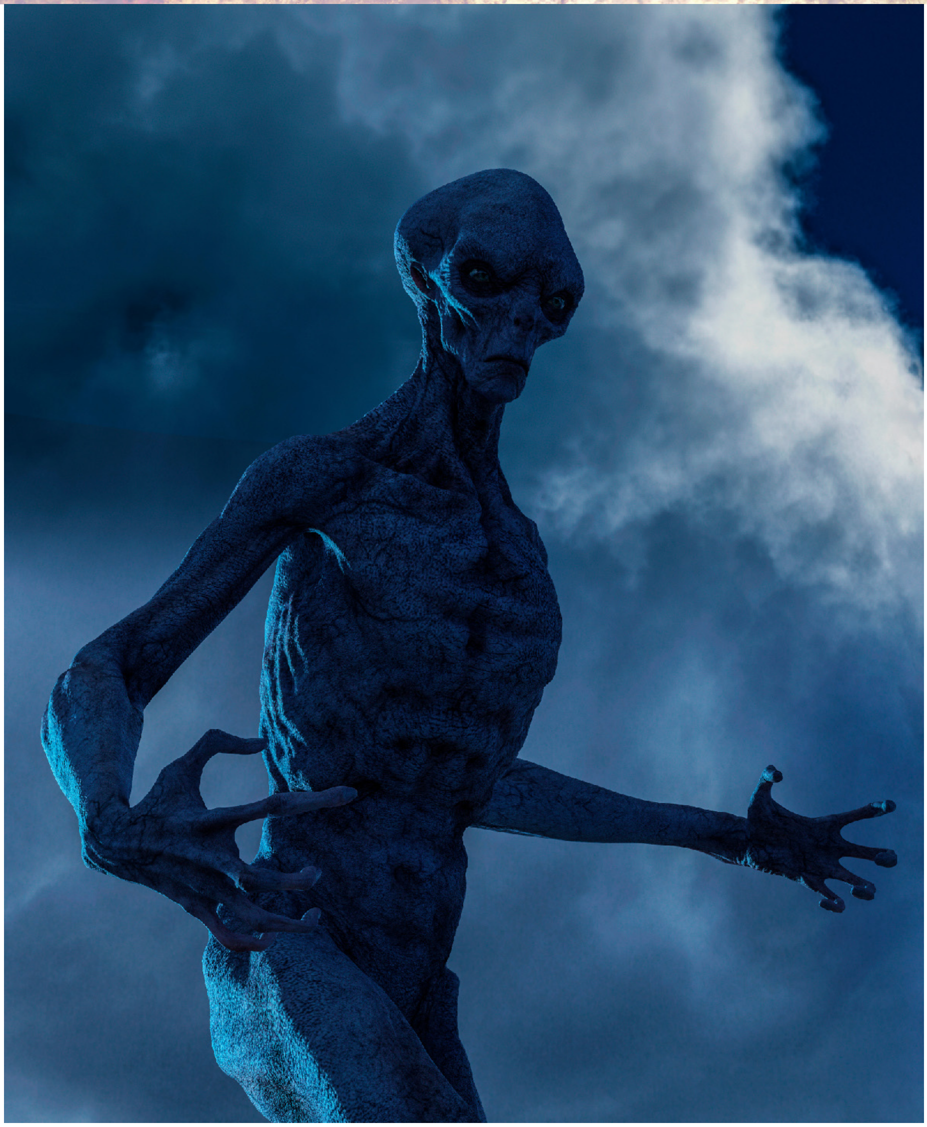
When the first Half Grey refugees started pouring into San Francisco during the Twenty-Teens and early 2020s, rents were relatively cheap in the Sunset District. The fog here was a comfort to the night-adapted aliens, a shield from the harsh glare of moonlight and urban light pollution during their preferred hours of wakefulness. As the fog burns off, Sunset clears out; most of the district's nearly 120,000 Half Grey retire to their small rooms to sleep and dream. During the day, the only signs of life on the street are the occasional police or Earth Guard patrol, human tourists exploring an alien planet transported to California and too impatient or tasteless to wait for night, and the lowest caste Half-Grey, those whose jobs cater to these daylight tourists.

The Half Grey call their district "**Kassa Veltawinne**", which is mostly untranslatable but means something like "**A Stop Along the Way**" when rendered in English. Over the nearly eight decades of their habitation, the Half Grey have modified the older human-built structures to their own end and raised their own buildings. Half Grey buildings tend to be darker than humans find comfortable, with conditions of *dim illumination* predominating, and several of the deepest levels are kept shrouded in near absolute darkness. Many Half Grey families have adopted human children, as a way for the sterile species to pass on its culture and history, living quarters for human children are relatively well lit, brilliant islands in the darkness.

Half Grey structures at street level or just below tend to be public- museums, restaurants even the occasional xeno-bordello- and are designed with human ascetics and comfort in mind. The deeper one goes, the more alien the district becomes. Lower levels of *Kassa Veltawinne* are private dwellings for influential local leaders. Depth is an indicator of status- the lower one lives, the more influential in the community they are. The lowest levels are accessible only to Half Grey, and contain the district's private medical facilities, sacred spaces, tombs of the honored dead and even, at least according to deckplate rumor, a partially functional Birthing Crèche salvaged from a dig on Procyon and starlifted to the new 'homeland' on Earth at great expense.

The Half Grey are ruled by a Kyran (hereditary leader). The current Kyran is **Tamus Filladee**, a close ally of humanity who is considered one of the "**Founding Mothers**" of the Choicer intelligence apparatus. Since War's End, she has officially retired to run **Nathal Restaurant**, the financial heart of Sunset. She is controversial in the extreme- Sunset's Half Grey population either loves her or plots her assassination. The reason: just after War's End, Kyran Tamus Filladee adopted a human girl whose family died during the last battle of the Abortion War, paying back an old debt. Under Half Grey law, this adoption makes that human girl (now a post-human warrior named **Cassie Andra Feneris**) Tamus' chosen successor.

While adopting humans is acceptable to most Half Grey, as a last ditch effort to stave off extinction, many find the possibility they might one day be ruled by a human intolerable. The 'opposition faction' to Tamus' rule has coalesced under the leadership of **Zaan Frea Primera.** Zaan Frea comes from a noble lineage as privileged and respected as Tamus' own, and on Earth has busied herself running the **Memorial Whispering,** a tourist-friendly museum of True Grey history. Most of the millions of human visitors to the Memorial Whispering have no idea that 25 cents out of every dollar spent go towards the silent war effort between Zaan Frea and Kyran Tamus.



GREY CONSERVATOR HYBRID – CR 3

Bloodline – The Singular
Small NE Monstrous Humanoid (Grey, Lifespawn)
XP 800
Init +2 **Senses** Darkvision 120 ft, lowlight vision, Lifesense 1 mile, Perception +11
Languages Grey, Stonecutter

Defense
AC 13 **Touch** 13 **Flatfooted** 11 (+1 size, +2 DEX)
HP 4d10 +4 hp (26 HP)
FORT +2 **REF** +6 **WILL** +10
Immune disease, poison, radiation, suffocation, vacuum
Weaknesses Lifecount 1, Nocturnal

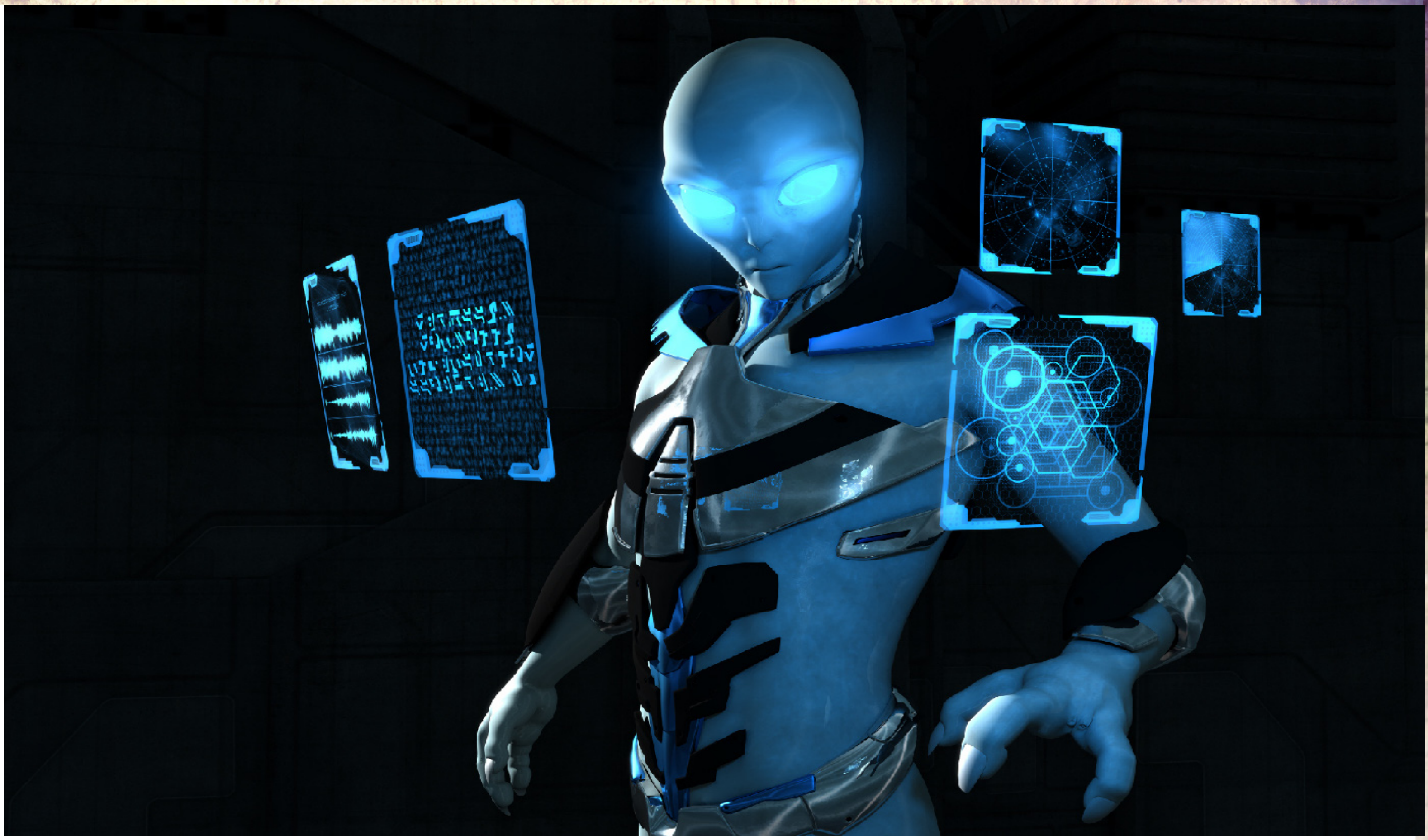
Offense
Spd 20 ft
Melee +4 unarmed strike (1d4-1 nonlethal plus energy drain)
Special Attacks Breath Weapon (30 ft line, 6d6 sonic, FORT DC 13 half, usable every other round), Energy Drain (1 level, FORT DC 13)
Special Qualities No Breath
Spell-Like Abilities (CL 4th Concentration +8)
Constant – Detect Secret Doors (Grey technology only)
At Will – Bleed, Mending (Grey technology only)
3x/day – Inflict Moderate Wounds
1x/day – Desecrate

Statistics
Str 9 **Dex** 14 **Con** 13 **Int** 14 **Wis** 19 **Cha** 15
Base Atk +4 **CMB** +2 **CMD** 14
Feats Iron Will, Stealthy
Skills Craft (alchemy,electronic) both at +6, Computer Use +6, Perception +11, Sense Motive +11, Stealth +15
Gear mwk repair kit or mwk portable alchemist's lab

Ecology
Environment any ruins (extraterrestrial True Grey sites)
Organization solitary, team (4-6) or accompanying a True Grey
Treasure incidental

SPECIAL ABILITIES

Grey Heritage (SU)
The Conservator Hybrid has an uncanny ability to find and understand lost Grey technology, birthing crèches and other techno-caches. The Conservator Hybrid can sense the presence of and general direction to any piece of Grey technology more complex than a simple hand weapon, within 10 miles. Many of the Hybrid Conservator's spell-like abilities only apply to Grey technology.



NATURE

Conservator Hybrids are a cousin to the Half Grey species, created by the mingling of Grey genetic material with another sentient species. Unlike the human-blooded hybrids, Conservator Hybrids have no desire to rebel-perhaps their mental and genetic conditioning has left them with no capacity to do so.

Conservator Hybrids keep lonely vigils on long abandoned planet-tombs, watching over and gradually repairing ancient Grey technology. They are trusted to maintain the few viable birthing matrixes in existence, and are utterly committed to the rebirth of the True Grey empire. Conservator Hybrids loyally serve the relative handful of True Grey who survived the race's genocide as undead.

Conservator Hybrids are slender, small framed humanoids with dark azure skin. Their eyes are huge and jet black, as are the eyes of all Grey-hybrid species. Conservator Hybrids dress only in simple robes, and have little sense of individual sentience. They display few emotions, and speak very little.

GREY, TRUE GREY – CR 8

Bloodline – The Singular
Medium LE Undead (Grey, Lifespawn)
XP 4,800
Init +2 **Senses** Darkvision 120 ft, See in Darkness, Lifesense 1 mile, Perception +17
Languages Celestial, Grey, Infernal, Stonecutter, *telepathy* 100 ft
Aura Dread Entropy (120 ft, WILL DC 18 or become shaken, dying creatures lose -1d6 HP per round and do not automatically stabilize)

Defense
AC 15 **Touch** 19 **Flatfooted** 13 (+2 DEX, +4 not-there*, +3 deflection)
HP 12d8 +24 hp (78 HP)
FORT +6 **REF** +10* **WILL** +11
Immune Ballistic Damage, Cold, Undead Immunities
Weaknesses Lifecount 1, Photophobic

Offense
Spd 30 ft
Melee two +10 claws (1d8+1 slashing plus 1d6 cold, 20/x2)
Ranged two +11 coldness (2d6 cold, 20/x3, 50 ft range increment)
Special Attacks Death Burst (120 ft, 1d4 negative levels,

FORT DC 18 negates, full round action)
Special Qualities See in Darkness, Not-There, Photophobic
Psi-Like Abilities (ML 12th Concentration +14)
At Will – Demoralize (W-DC 13), Slumber (W-DC 13)
5x/day – Id Insinuation (W-DC 14), True Terror (W-DC 14)
1x/day – Deadly Fear (W-DC 17), Induce Nightmare (W-DC 17)

Statistics
Str 12 **Dex** 15 **Con -** **Int** 19 **Wis** 13 **Cha** 15
Base Atk +9 **CMB** +10 (+12 disarm) **CMD** 22
Feats Blind Fight, Combat Expertise, Greater Disarm, Improved Disarm, Iron Will, Run
Skills Bluff +17, Computer Use +19, Intimidate +21, Knowledge (arcana, history, the planes, physics) all at +19, Perception +17, Stealth +21(racial modifiers: +4 Intimidate, +4 Stealth)
Gear ring of protection +3

Ecology
Environment any (prefers ruins on desolate, dark worlds formerly ruled by their species)
Organization unknown and extremely variable, sometimes solitary, sometimes accompanied by Grieving Servants or Half Grey spawn, other times leading powerful military squad
Treasure double standard (including gear)

SPECIAL ABILITIES

Death Burst (SU)
As a full round action, the True Grey can raise its arms and unleash a horrible, plaintive cry. All creatures within a 120 ft radius of the True Grey gain 1d4 negative levels if they fail a DC 18 FORT Save. A creature who is *shaken* or *panicked* as a result of the True Grey's Dread Entropy power suffers a -2 penalty on their save.

If a creature with the Lifespawn subtype fails their saving throw against this power, they suffer an additional negative level for each point of their Lifecount.

The True Grey becomes immune to channeled energy until the start of his next turn after using Death Burst.

Dread Entropy (SU)
The True Grey are accompanied by a discordant aura, similar to (but much more intense than) the terrifying auditory hallucinations which accompany their Half Grey children.

All creatures within 120 ft of the True Grey, even those creatures unaware of the True Grey's presence must succeed at a DC 18 WILL Save or become shaken for as long as they remain in the True Grey's presence and for 1d8 rounds afterward. Those who fail their saves by 5 or more points become panicked instead, and remain so for 1d8 rounds after fleeing the area.

The True Grey's aura is entropic, not merely an empathic effect. Creatures reduced to 0 HP or fewer lose –1d6 HP per round, until the wounded creature either dies or becomes stable, so long as they remain within 120 ft of the True Grey. Creatures do not automatically stabilize within this aura.

A creature who sucessfully saves against Dread Entropy is not affected by that True Grey's ability for 24 hours.

Not-There (SU)
The True Grey is only tenuously tied to reality. Attempts to physically touch the creature or indirect attacks against it are harder than direct assaults. The True Grey gains *not-there,* which is a kind of bonus applied to touch AC and REF Saves. The True Grey's Not-There and immunity to ballistic damage are both negated in direct sunlight.

Photophobic (SU)
The True Grey's undead flesh cannot survive direct exposure to the light of a primary star. If exposed to natural sunlight, the True Grey is considered staggered and suffers 3d6 points of HP damage per round of exposure.

Nature
During the height of their empire, the True Grey cruelty and efficient, dispassionate atrocities the species committed were so horrific they've become cautionary tales and nightmarish folklore on a hundred thousand worlds. Many of the galaxy's sentient races loathe the True Grey's inheritors – the Half Grey. Some have attempted genocide against the refugee species, to ensure the hybrids can never replicate the crimes of their parent species. True Grey artifacts are museum pieces – dangerous and enigmatic *objects de art* from a fallen species. Supposedly, there is nothing left but ashes.

A handful of spacers claim otherwise. They claim to have encountered True Grey survivors on desolate worlds, far from galactic civilization. Or they claim to have encountered worse things stalking long abandoned True Grey ruins, not survivors exactly, but … remnants. The stories are discounted for one simple reason: somebody was alive to tell them. The True Grey of old never left witnesses behind.

The undead beings that claim the True Grey name are withered remnants of what they once were. Half insane, they stalk the places their species once ruled, tending to dying machines and wishing for racial rebirth, no matter the cost. The species was once almost handsome, with long, silken hair that True Grey nobles took great pride in braiding. Now, they are hairless and corpse-white. Their eyes have become massive, ebony caverns in their skull and their mouth has twisted into a vaginal slit. When they do speak, it is never above a gurgling whisper. They go nude; undeath has withered sexual dimorphism. They resemble their servitor race- the Greiving Servants- now more than ever. Encounters with True Grey entered Terran history and culture decades before the first Lifespawn walked the planet, as the "Grey Aliens" of UFO pop-culture infamy.

GRIEVING SERVITOR – CR 2

Medium LN Construct
XP 600
Init +1 **Senses** Darkvision 90 ft, lowlight vision, Perception +2
Languages Grey, English or one other Terran language of choice

Defense
AC 14 **Touch** 12 **Flatfooted** 12 (+1 DEX, +1 dodge, +2 natural)
HP 3d10 +20 hp (37 HP)
FORT +1 **REF** +2 **WILL** +3
Immune Construct Immunities
Weaknesses Nocturnal

Offense
Spd 20 ft
Melee +3 slam (1d6 bludgeoning, 20/x2)
Ranged +4 ranged touch energy ray (1d6+1 cold, 20/x2, 30 ft maximum range)
Psi-Like Abilities (ML 3rd Concentration +5)
At Will – Deceleration (R-DC 13)
- Energy Ray (cold only)

Statistics
Str 10 **Dex** 13 **Con** **Int** 8 **Wis** 15 **Cha** 5
Base Atk +3 **CMB** +3 **CMD** +14
Feats Dodge, Skill Focus (either heal or repair)
Skills Either Heal +8 or Repair +5
Gear either fast use medkit or masterwork electronic kit

Ecology
Environment any urban (especially common to the Half Grey enclaves in San Francisco, CA and Diana State, the Lunar colony)
Organization accompanying a master, workgroup (3d6) or larger gatherings
Treasure incidental (including gear)

SPECIAL ABILITIES

Sacrificial Service (SU)
By touching a wounded creature with the Grey subtype as a full round action, the Grieving Servitor can permanently lower its maximum Hit Point total to heal the wounded Grey creature. Every point by which the Grieving Servitor reduces its max HP total heals the Grey creature by 1d4 HP, up to the Grey creature's normal maximum HP total.

The Grieving Servitor cries black tears when using this ability.

NATURE

Grieving Servitors are not Lifechained creatures themselves, though they are commonly used as tools among one of the galaxy's best known Lifechained species. These petite constructs resemble emaciated humans of indeterminate gender, with skins cut from greyish white silicon. They have slightly swollen skulls, tiny lips and no obvious nasal passages. Their eyes are enormous and black as obsidian; these sophisticated androids receive their name from the lubricating tears they shed constantly. The black lines of dried tears stain their flat, inhuman cheeks.

The Grieving Servitors resemble the media-fed human conception of the "Grey Aliens" of science fiction fame. This resemblance is intentional. These androids are the servitors of the Half Grey species and of their several independent True Grey creches. These small androids resemble smaller, weaker and less imposing versions of the long extinct True Grey species.

Grieving Servitors are fairly rare on Earth. The expense and the difficulties involved in their creations ensure these mysterious, hardworking androids are more of an urban legend than a genuine factor of urban life. There is a sizable population of Grieving Servitor androids in San Francisco's Sunset District, which is the largest Half Grey neighborhood on planet. The even larger Half Grey enclave in Armstrong City, on Earth's Lunar colony has a correspondingly larger population of androids, including significantly more powerful, military-type models.

HALF GREY ADVENTURER – CR 7

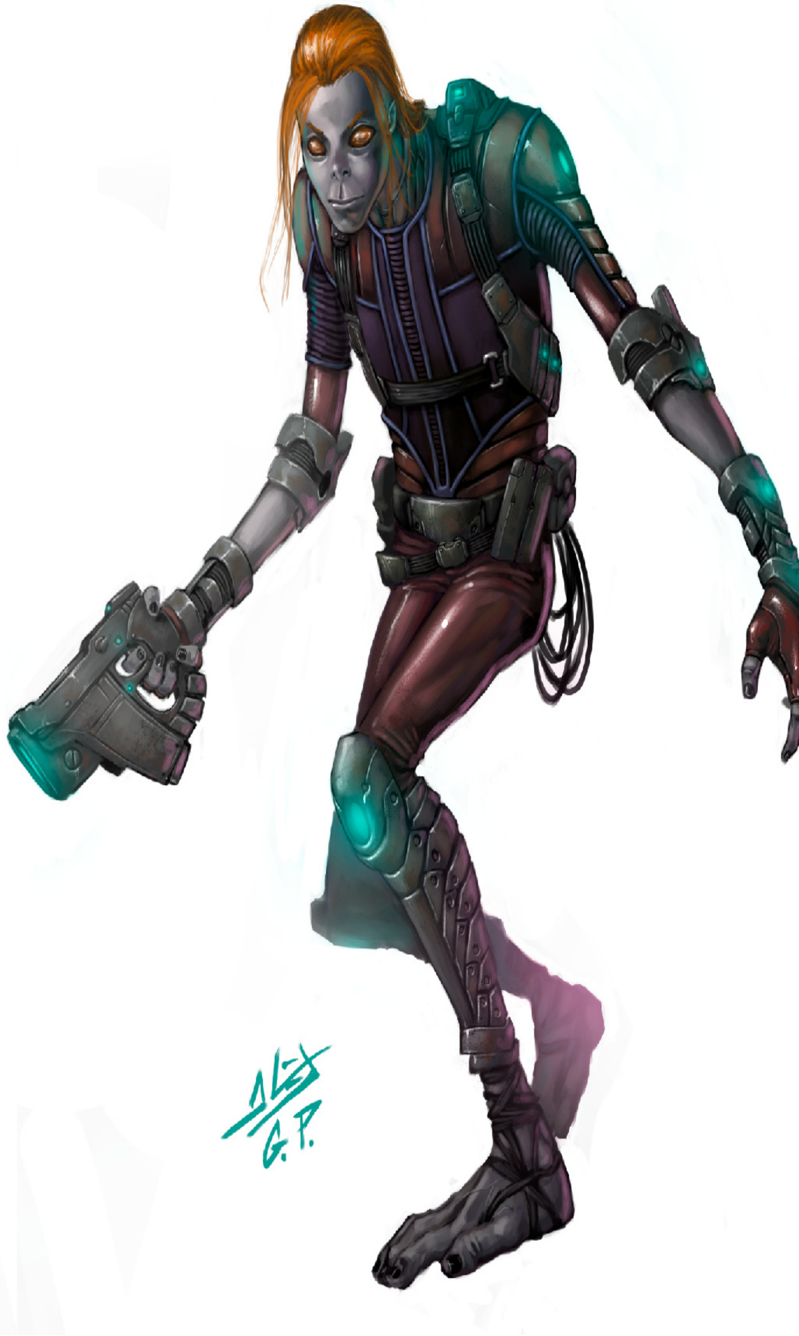
Bloodline – The Singular
Medium LN Humanoid (Grey, Lifespawn, psionic) Rogue 8
XP 3,200
Init +3 **Senses** Darkvision 120 ft, Lifesense 1 mile, Perception +13
Languages English, Grey, Spanish, Stonecutter

Defense
AC 19 **Touch** 15 **Flatfooted** 15 (+4 DEX, +1 dodge, +4 armor)
HP 8d8 hp (40 HP)
FORT +2 **REF** +10 **WILL** +4
Immune disease, poison
Defensive Abilities Evasion, Improved Uncanny Dodge (8th level rogue), Trapsense +2
Weaknesses Lifecount 1

Offense
Spd 30 ft Climb 20 ft
Melee +11/+6 dagger (1d4+1 slashing, 19-20/x2)
Ranged +11/+6 snub nosed ion pistol (2d6 electrical, 20/x2, 10 ft range increment, semi auto, 15 cell)
Sneak Attack +4d6
Special Qualities Trapfinding, No Breath
Psi-Like Abilities (ML 8th, Concentration +11)
3x/day – Unearthly Terror (W-DC 13)
Power Point Reserve 2

Statistics
Str 10 **Dex** 19 **Con** 11 **Int** 16 **Wis** 14 **Cha** 12
Base Atk +6 **CMB** +6 (+8 steal) **CMD** 20
Feats Combat Expertise, Improved Steal, Weapon Finesse, Wild Talent
Skills Acrobatics +15, Autohypnosis +17 (+19 for memorizing technical data), Bluff +12, Climb +11, Computer Use +14, Intimidate +11, Knowledge (local) +12, Knowledge (the planes) +6, Knowledge (technology), +8, Sense Motive +13, Sleight of Hand +15, Stealth +27, Perception +13 (racial modifiers: +4 Stealth)
Gear *+1 shadow utility bodystocking, +1 dagger, +1 snub nosed ion pistol and 6x spare cells*, palmtop computer, lock release gun, burglar's kit

Ecology
Environment any urban
Organization solitary
Treasure standard (including gear)



SPECIAL ABILITIES

Canny Observer (EX)
When the Half Grey Adventurer makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including secret doors and traps), he gains a +4 bonus.

Fast Fingers (EX)
Twice per day, the Half Grey Adventurer may roll 2d20 and take the better result when making a Sleight of Hand check. The Half Grey Adventurer must declare the use of this ability prior to making the check.

Fast Getaway (EX)
After successfully making a sneak attack of Sleight of Hand check, the Half Grey Adventurer can spend a move action to take the withdraw action. He can move no more than his speed during this movement.

Fast Stealth (EX)
The Half Grey Adventurer can move at full speed while using the Stealth skill without penalty.

NATURE

This particular Half Grey is a mercenary adventurer, who does contract work for the ***Choicer Covenant***, California mega-corps and the Fed-Gov intelligence community. Many of the Sunset District's more competent Half Grey do double duty as spies, as a result of Kyran Tamus Filadee's strong ties to the Choicer military – those in the know call her one of the 'founding mothers' of Choicer special operations. This Half Grey carries on that tradition.

Espionage work plays to a Half Grey's inherent strengths quite well. Like many of his kind, the Half Grey Adventurer is somber and serious-minded, but has the confidence of several successful missions under his belt. Occasionally, the adventurer tells an achingly dry joke that you'd have to speak Grey with native fluency to understand.

THE IMPERIAL CHURCH OF THE GALAXY

The Imperial Church of the Galaxy is the most powerful theocracy the universe has ever known. It rules Earth and most of the known universe in the grimly sleazy 46th Century. The ICG grew up from Earth-bound Christianity and actually succeeded in cloning Jesus… multiple times, in fact, to the point that Jesus Clones form their own racial minority in the distant future.

The ICG combines the worst aspects of the Crusades, the Inquisition and late 1980s televangelism into one incredibly nasty, profit-driven and warmongering whole. The ICG maintains vast armies of cloned super-soldiers, cyborg fanatics and other faith-based monstrosities. A lot of the design tropes of the ***Lifer Army of God*** are shared by the ICG, so gamemasters who want to fill out the ICG's ranks with reskinned Lifer creatures can do so fairly easily.

COSMIC TELEVANGELIST – CR 13

Medium LE Outsider (Aasimar, native) Cleric (Jesus II) 14
XP 25,600
Init -2 **Senses** Darkvision 60 ft, Perception +5
Languages Celestial, English, Galactic Common, Psyren
Aura aura of law (14th level Cleric)

Defense
AC 25 **Touch** 12 **Flatfooted** 25 (-2 DEX, +4 deflection, +13 armor)
HP 14d8 + 28 hp (95 HP)
FORT +11 (+15 vs CBR effects) **REF** +2 **WILL** +14
Resist Acid 5, Cold 5, Electricity 5

Offense
Spd 30 ft (20 ft in armor)
Melee +12/+7 flaming burst shortsword (1d6+1 slashing plus 1d6 fire, 19-20/x2)
Ranged +8/+3 plasma pistol (3d4 fire, 20/x3, 50 ft range increment, single shot, 10 cell)
Clerical Domains Destruction, Glory
Special Attacks Channel Negative Energy 7d6, 9x/day, WILL DC 23 half ; Destructive Smite 6x/day
Spellcasting Spell-Like Abilities (CL 14th Concentration +22)
Seventh- blasphemy (W-DC 20), disintegrate (F-DC 20), painful confession* (W-DC 20)
Sixth- banishment (W-DC 19), forced resurrection* (W-DC 19), harm (W-DC 19), transfigure species* (to human only-F-DC 17)
Fifth- raise dead (prepared twice), shout (F/R-DC 18), warp envelope*
Fourth- cure critical wounds (prepared twice), inflict critical wounds (W-DC 17), restoration, unholy blight (W-DC 17)
Third- ballistic crucifixion* (W-DC 16), create food and water, flamesoul*, invisibility purge, prayer, rage
Second- bless weapon, cure moderate wounds (prepared 3x), internal fires* (F-DC 15), undetectable alignment
First- cure light wounds (prepared 7x), neurogram (W-DC 14), shield of faith (prepared twice)
Zero- guidance, pocket pills*, stabilize, virtue
Shield of Faith is included in statblock above
Spell-Like Abilities (CL 14th Concentration +22)
1x/day – daylight

Statistics
Str 13 **Dex** 7 **Con** 15 **Int** 12 **Wis** 17 **Cha** 23
Base Atk +10 **CMB** +11 **CMD** 19
Feats Combat Casting, Craft Wand, Iron Will, Maximize Spell, Selective Channeling
Skills Appraise +9, Diplomacy +25, Knowledge (history)

+6, Knowledge (religion) +18, Sense Motive +15, Spellcraft +18 (racial modifiers: +2 Diplomacy, +2 Perception)
Gear *+3 benevolent ultra-heavy plate, +1 flaming burst short sword,* mwk. plasma pistol and 2x spare cells, *ring of faith* (as ring of wizardry I but applies to first level cleric spells), *ring of mind shielding*, 1d6 potions of *bless*, wand of *cure light wounds* (5d6 charges), several dozen ostentatious holy symbols, clerical vestments, palmtop computer, ICG approved Bible

Ecology
Environment any urban (usually on the ICG throne-world Benediction, but can be found galaxy wide)
Organization usually accompanied by 1d4 human or TV-Head Cleric 5 assistants and a small army(3d6) of human Acolyte 2-3 neophytes
Treasure double or triple standard (including gear)

SPECIAL ABILITIES

Destructive Aura (SU)
The Cosmic Televangelist may radiate an aura of destruction for up to 14 rounds per day. All attacks made against creatures in that area, including the Cosmic Televangelist himself, gain a +7 morale bonus to damage and all critical threats are automatically confirmed. These rounds need not be consecutive.

Destructive Smite (SU)
The Cosmic Televangelist may use his Destructive smite to gain a +7 morale bonus on damage rolls. He must declare the use of this ability prior to making the attack, and may use this power 6x/day.

Divine Presence (SU)
The Cosmic Televangelist can choose to emit a 30 ft aura of divine presence for 14 rounds per day. All allies within this aura are treated as being under the effects of a *sanctuary* spell (W-DC 19). These rounds need not be consecutive. Activating this ability is a standard action. If an ally leaves the area or makes an attack, the effect ends for that ally. If you make an attack, the effect ends for you and your allies.

Salvation for Sale (SU)
If the Cosmic Televangelist casts a spell with an expensive material component to benefit another creature (especially *raise dead*) rather than providing the component himself, he can force the spell's recipient or an ally to provide it. In this case, half the expensive material component's price must be paid directly tothe Cosmic Televangelist in

universal credits. No other material component, save the funds, are required for the spell.

If a supplicant provides a donation to the Cosmic Televangelist equal to at least 10 gp x the spell level within one minute of receiving a *cure* spell from him, the *cure* spell's effects are maximized. This does not affect the *cure* spell's level or casting time.

Touch of Glory (SU)
The Cosmic Televangelist can cause his hands to glow with cosmic radiance. As a standard action, he can touch creature and provide it with a +7 bous on a single CHA-based skill check or CHA ability check. This ability lasts for one hour or until the creature touched chooses to apply the bonus to a roll. The Cosmic Televangelist can use this ability up to 6x/day.

NATURE

Cosmic Televangelists are senior clerical money-making, soul-savin' politically active, preachy bastards serving the Furry Killing Messiah, Jesus II and winning converts for the Imperial Church of the Galaxy. Cosmic Televangelists travel (in great luxury) to every world in civilized, human dominated space, preaching the Very New Testament, and performing healing miracles for screaming crowds of ICG fanatics. Cosmic Televangelists are every bit as greedy, materialistic and venal as any heathen, but not when they're on the clock and its time to perform. These fast talking and charismatic preachers put on an excellent show, screaming and dancing, healing the sick and infirm for hours on end, in well-lit, professionally staged revivals broadcast throughout half the galaxy.

Cosmic Televangelists wear the listed combat gear when acting as a Command unit Chaplin, leading junior priests into battle, or conducting services on newly 'pacified' worlds where pockets of secular resistance still remain. Though they look like dirty old white men with slicked back hair when they're wearing robes or a suit and tie, when they pull on their armor all the old instincts come back. Cosmic Televangelists can fight. Punch one in the face, he's gonna spit out teeth, sarcastically quote the Very New Testament and blast the shit out of you, either with bought and paid for war-miracles or just purely secular firepower.

CRUCIFICATOR – CR 9

Medium LE Humanoid (human, Jesus Clone, psionic)
Fighter 10
XP 6,400
Init +1 **Senses** Darkvision 90 ft, Perception +15
Languages Celestial, Galactic Common, Imperial
Aura dim illumination 50 ft, bright illumination 10 ft (when Arc Sword is powered up)

Defense
AC 23 **Touch** 15 **Flatfooted** 22 (+1 DEX, +8 armor, +4 shield)
HP 10d10 – 10 hp (50 HP)
FORT +6 **REF** +6 **WILL** +6
Fast Healing 3 (fire, acid)
Defensive Abilities Bravery +3
Damage Reduction 5/magic
Immune Suffocation, Radiation, Vacuum (spacesuit)

Offense
Spd 30 ft
Melee +22/+17 arc sword (1d12+9 electrical, 20/x3)
Ranged +13/+8 particle slinger (2d6 energy, 20/x2, 15 ft range increment, single shot, 12 cell)
Special Qualities Armor Training 2, Healing Miracles, Roll Away the Stone, No Breath (spacesuit) Weapon Training (heavy blades) +2, Weapon Training (two handed energy weapons) +1

Statistics
Str 23 **Dex** 13 **Con** 9 **Int** 12 **Wis** 15 **Cha** 19
Base Atk +10 **CMB** +14 **CMD** 25
Feats Cleave, Disruptive, Great Cleave, Lightning Reflexes, Power Attack, Shield Focus, Spellbreaker, Weapon Focus (arc sword)
Skills Intimidate +17, Knowledge (religion) +16, Perception +15 (racial modifiers: Knowledge (history, religion) +2)
Gear Grade I Powered Armor, tactical shield, +2 arc sword, +1 particle slinger and 4x spare cells, holy symbol

Ecology
Environment any urban (native to Benediction and Earth)
Organization solitary, trinity or protective detail (5-8 plus a senior VIP; usually a Cosmic Televangelist or other ICG leader)
Treasure standard (including gear)

SPECIAL ABILITIES

Arc Sword (EX)
The Crucificator is armed with an Arc Sword, a deadly electrical blade. This weapon inflicts additional damage against cyborgs. It inflicts an additional point of electrical damage per cybernetic implant or point of Drain when

used against a creature with cybernetics. When active the weapon provides bright illumination 10 ft and dim illumination 50 ft.

Healing Miracles (SU)

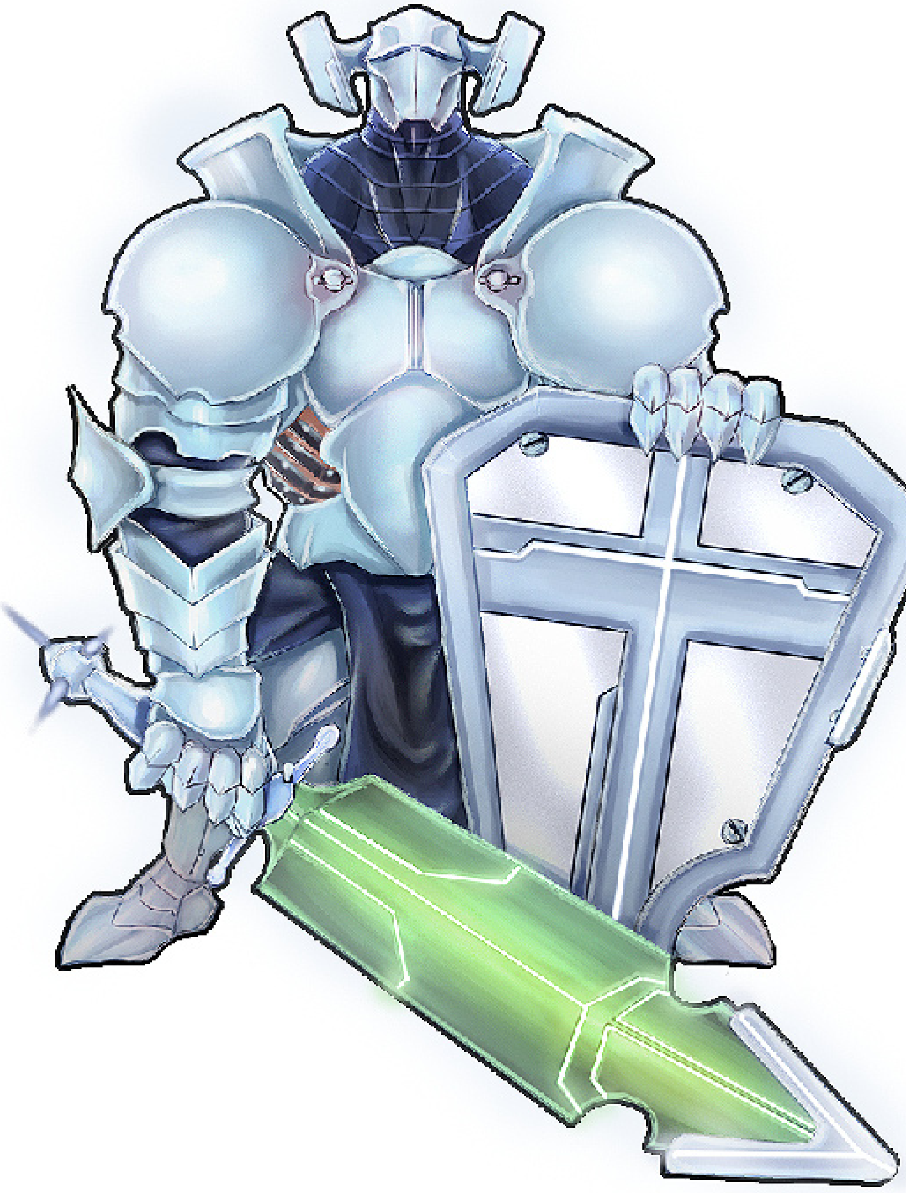
The Crucificator may shut down his Fast Healing special quality, in order to the use the healing nanites in his blood to heal wounded allies. As a standard action, the Jesus Clone can touch a wounded creature and heal it for up to 10d6 points of damage. However, each 1d6 points of damage healed shuts down the Crucificator's Fast Healing racial quality for one hour. The Crucificator can choose to heal a creature for less than the maximum possible, if he wishes (for example, the Crucificator could heal a wounded creature for only 2d6 HP if desired). The Crucificator cannot heal himself in this manner.

Roll Away the Stone (EX)

The Crucificator is a ready-made cloned Messiah. If slain, he will return to life within 72 hours provided particular religious rites are performed over his body. It requires a DC 15 Knowledge (religion) check to properly perform these rites. If properly performed, the Crucificator is raised, as if by *true resurrection* within 72 hours of his demise. This ability will not function if the Crucificator's Regeneration quality is nullified.

Particle Slinger (EX)

The damage inflicted by the Crucificator's Particle Slinger is unspecified energy damage, not subject to energy resistance or immunity.



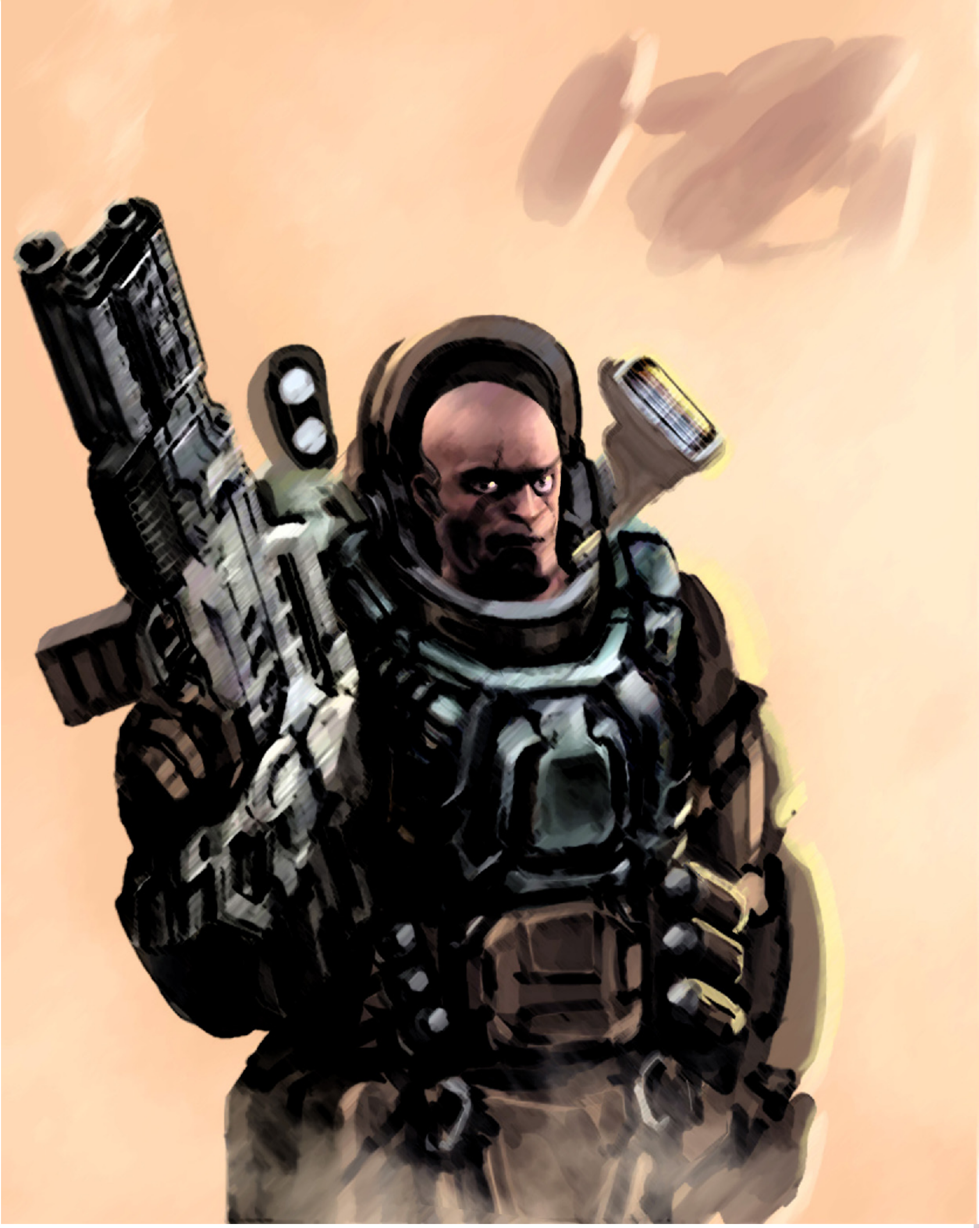
NATURE

Crucificators protect the things that are most important to the Imperial Church of the Galaxy: its huge cathedrals, its senior clerics, its parishioners and most importantly of all…. its unimaginable cash reserves. Crucificators are chosen from the ranks of newly decanted Jesus Clones; those chosen for Templar duty are given retroviral strength enhancements and undergo years of grueling physical conditioning and military training. They often train with young ***Genocide Templars***, in live-fire drills that strengthen and sharpen the surviving candidates of both forces.

Then, these silent and lethal Jesus Clones are sheathed in gleaming silver powered armor, the best money can buy, given a flashing electro-blade and a duty assignment. Though rather unimaginative and somewhat simple-minded, Crucificators resolutely refuse to fail in their duties as sacred guardians. They cannot be bribed, conned or cajoled into abandoning their duty, and have no fear of death. The Crucificators know that as long as they never succumb to their genetic imperative to heal the sick, they're effectively immortal. Such foolhardy compassion is beaten out of them during basic training.

GENOCIDE TEMPLAR – CR 9

Large LE Monstrous Humanoid (human, psionic) Cavalier 10
XP 6,400
Init +3 **Senses** Darkvision 90 ft, lowlight vision, Perception +18
Languages Galactic Common, Imperial
Aura Command Aura (100 ft, allies gain +2 competence bonus on Initiative checks if they can see and hear the Genocide Templar)



Defense
AC 21 **Touch** 12 **Flatfooted** 18 (-1 size, +3 DEX, +9 armor)
HP 10d10 +40 hp (95 HP)
Damage Reduction 5/magic
FORT +11 (+15 vs radiation) **REF** +6
WILL +6
Defensive Abilities Light Fortification (25% chance to negate critical hits)
Immune non-magical disease

Offense
Spd 40 ft
Melee +17/+12 chain axe (1d12+7 slashing, 19-20/x2)
Ranged +14 gyroc rifle (2d8+2 ballistic, 19-20/x3, 75 ft range increment, semi-auto, 30 box)
Special Attacks Challenge (4x/day, +10 damage)

Statistics
Str 22* **Dex** 16* **Con** 18 **Int** 12 **Wis** 16 **Cha** 14
Base Atk +10 **CMB** +17 (+19 sunder) **CMD** 30
Feats Coordinated Defenses, Cleave, Cloned to Command, Great Cleave, Improved Sunder, Paired Opportunists, Power Attack, Weapon Focus (chain axe)
Skills Drive +6, Intimidate +15, Knowledge (nobility and tactics) both at +19, Knowledge (religion) +6, Perception +18
Gear +1 grade I powered armor of light fortification, +1 chain axe, +2 gyroc rifle and 6x spare clips, survival pack

Ecology
Environment any
Organization solitary, pair (battle brothers) or squad (8-12)
Treasure standard (including gear)

SPECIAL ABILITIES

Chain Axe (EX)
The Genocide Templar's chain axe ignores up to 5 points of Hardness or non-magical Damage Reduction when used against objects.

Challenge (EX)
Whenever the Genocide Templar issues a challenge, he receives a +3 bonus to Armor Class against attacks made by the target of his challenge.

Call to Arms (EX)
As a standard action, the Genocide Templar can rally his allies with an inspiring speech. This speech provides all allies within 60 ft a +2 competence bonus on saves against fear and a +1 competence bonus on attack rolls for one minute.

If an ally within range is under the effect of a spell or ability that causes him to be *frightened* or *panicked,* he may immediately make another saving throw to resist the effect, if allowed.

Cloned to Command (EX)
The Genocide Templar provides all allies within 100 ft who can clearly see and hear him with a +2 competence bonus on Initiative checks. These allies are treated as possessing any teamwork feats possessed by the Genocide Templar for the purpose of activating his teamwork feats.

Gyroc Rifle (EX)
When making a single shot as a full round action, the Genocide Templar negates the target's bonus to Armor Class for having *cover* and reduces the bonus for improved cover by half, thanks to the weapons internal guidance system

"In the Name of the Dues Maximus!" (EX)
The Genocide Templar can call out to his allies, inspiring them to greatness. As a swift action, the Genocide Templar can grant a +2 bonus on attack and damage rolls to all allies within 30 ft for one round. This ability can be used once per battle.

NATURE

Genocide Templars are such perfect specimens of humanity that they are no longer truly human. They are cloned from the genetic templates of notorious war criminals who slaughtered thousands in the name of the ***Imperial Church of the Galaxy.*** Genocide Templars spend their twenty years in grueling training, enduring punishing discipline, the Church's cult-rituals and both surgical and psychological reengineering to make them indomitable and merciless. Each Genocide Templar is ordained and knighted by one of the ICG's Mega-Popes, charged with a holy crusade: go forth and slaughter everything in the galaxy that is inhuman, so that humanity can flourish.

A squad of a dozen Genocide Templars is adept enough to take and hold a planet, but the Genocide Templars are more commonly encountered as the leader of larger armies. Genocide Templars often command legions of ***Techno-Fascists, Zookeepers*** and other well-trained, superbly equipped mil-spec sociopaths.

The Genocide Templars are the sharp point of the Imperial Church's will. When commanded, vast armies of Genocide Templars and their minions descend upon a world deemed heretical by the ICG and 'return it to orthodoxy'… an artful euphemism for torture, inquisition and genocide. Other missions take the Genocide Templars deep into alien-occupied space on missions of extermination. Worlds in favor with the Church might count on the aid of these indomitable warriors against Lifespawn incursions.

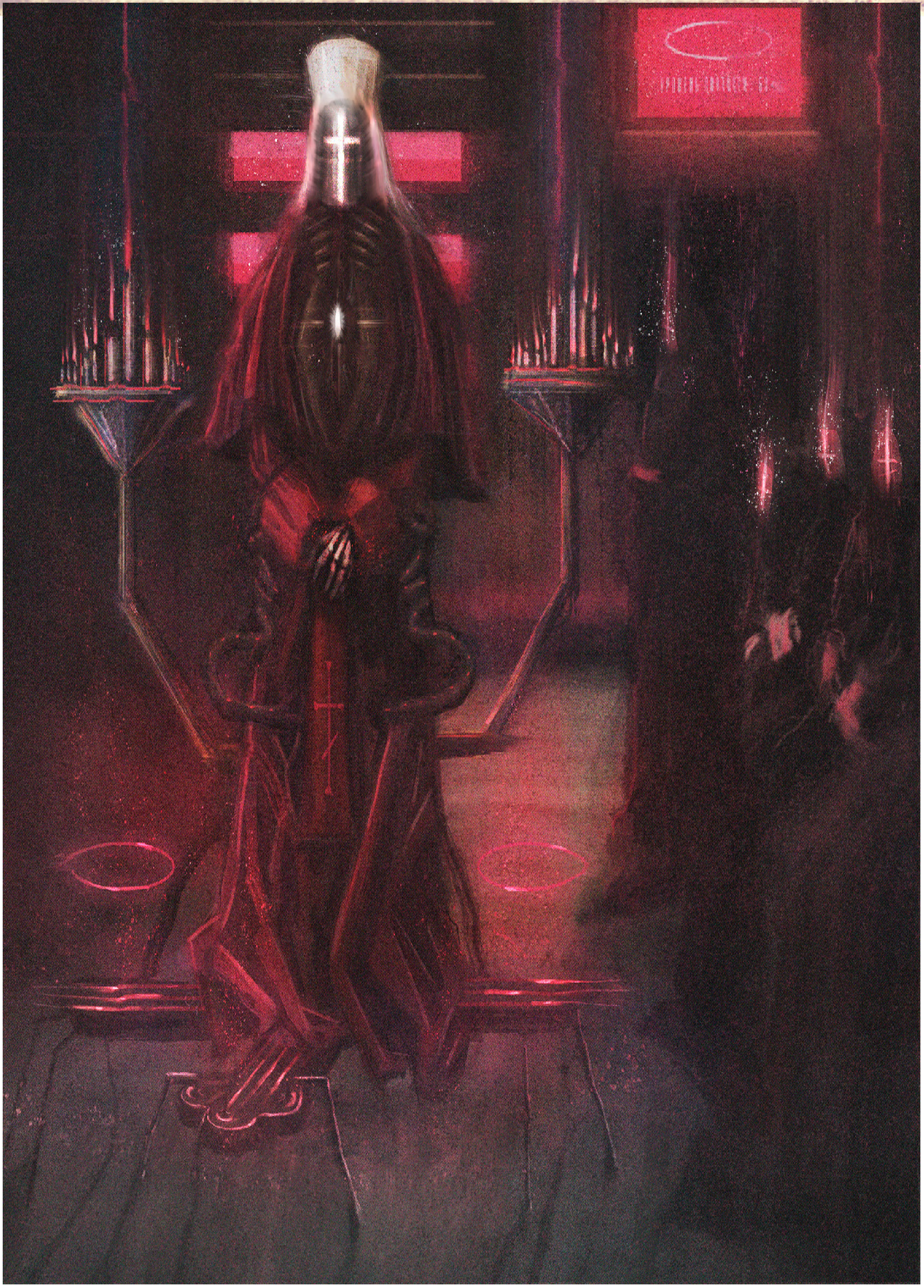
Genocide Templars are elite warriors garbed in onyx and gold powered armor, intricately worked with ICG motifs, holy sigils and baroque, terrifying decorations. Beneath their armor, Genocide Templars are large, raw boned men, completely hairless, pale from a lifetime sealed within their armor. Most have an Imperial crucifix tattooed across their wide, grim faces.

MEGA-POPE
CR 19 / MR 6

Medium LE Outsider (Aasimar, mythic, native) Cleric (Jesus II) 14
XP 204,800
Init -2 **Senses** Darkvision 60 ft, blindsight 130 ft, Perception +5
Languages Celestial, English, Galactic Common, Psyren
Aura aura of law (14th level Cleric)

Defense
AC 25 **Touch** 12 **Flatfooted** 25 (-2 DEX, +4 deflection, +13 armor)
HP 14d8 + 132 hp (195 HP)
Regeneration 33 (cannot be suppressed)
Damage Reduction 20/epic
Defensive Abilities Hard to Kill, Mythic Saving Throws
FORT +11 (+15 vs CBR effects) **REF** +2 **WILL** +14
Spell Resistance 29
Resist Acid 5, Cold 5, Electricity 5
Immune ability damage, bleed, disease, energy drain, mind-affecting effects, paralysis, permanent wounds, petrification, poison, polymorph

Offense
Spd 30 ft (20 ft in armor)
Melee +12/+7 flaming burst shortsword (1d6+1 slashing plus 1d6 fire, 19-20/x2)
Ranged +8/+3 plasma pistol (3d4 fire, 20/x3, 50 ft range increment, single shot, 10 cell)
Clerical Domains Destruction, Glory
Special Attacks Channel Negative Energy 7d6, 9x/day, WILL DC 23 half ; Destructive Smite 6x/day
Special Qualities Force of Will, Mythic Surge (+1d8, 15x/day)
Spellcasting Spell-Like Abilities (CL 14th Concentration +22)
Seventh- blasphemy (W-DC 20), disintegrate (F-DC 20), painful confession* (W-DC 20)
Sixth- banishment (W-DC 19), forced resurrection* (W-DC 19), harm (W-DC 19), transfigure species* (to human only-F-DC 17)



Spell-Like Abilities (CL 14th Concentration +22)
1x/day – daylight
- nuclear impact

1x/week – atonement (see text)
- heal (see text)
- true resurrection (see text)
- wish (see text)

Statistics
Str 13 **Dex** 7 **Con** 15
Int 12 **Wis** 17 **Cha** 23
Base Atk +10 **CMB** +11 **CMD** 19
Feats Combat Casting, Craft Wand, Iron Will, Maximize Spell, Selective Channeling
Skills Appraise +9, Diplomacy +25, Knowledge (history) +6, Knowledge (religion) +18, Sense Motive +15, Spellcraft +18 (racial modifiers: +2 Diplomacy, +2 Perception)
Gear *+3 benevolent ultra-heavy plate, +1 flaming burst short sword,* mwk. plasma pistol and 2x spare cells, *ring of faith* (as ring of wizardry I but applies to first level cleric spells), *ring of mind shielding*, 1d6 potions of *bless*, wand of *cure light wounds* (5d6 charges), several dozen ostentatious holy symbols, clerical vestments, palmtop computer, ICG approved Bible

Ecology
Environment any urban (usually on the ICG throne-world Benediction, but can be found galaxy wide)
Organization accompanied by a small legion of Mega-Pope servants, powerful bodyguards and favorite whores
Treasure at least triple standard (including gear)

Fifth- raise dead (prepared twice), shout (F/R-DC 18), warp envelope*
Fourth- cure critical wounds (prepared twice), inflict critical wounds (W-DC 17), restoration, unholy blight (W-DC 17)
Third- ballistic crucifixion* (W-DC 16), create food and water, flamesoul*, invisibility purge, prayer, rage
Second- bless weapon, cure moderate wounds (prepared 3x), internal fires* (F-DC 15), undetectable alignment
First- cure light wounds (prepared 7x), neurogram (W-DC 14), shield of faith (prepared twice)
Zero- guidance, pocket pills*, stabilize, virtue
Shield of Faith is included in statblock above

SPECIAL ABILITIES

Destructive Aura (SU)
The Mega-Pope may radiate an aura of destruction for up to 14 rounds per day. All attacks made against creatures in that area, including the Mega-Pope himself, gain a +7 morale bonus to damage and all critical threats are automatically confirmed. These rounds need not be consecutive.

Destructive Smite (SU)
The Mega-Pope may use his Destructive smite to gain a +7 morale bonus on damage rolls. He must declare the use of this ability prior to making the attack, and may use this power 6x/day.

Divine Presence (SU)
The Mega-Pope can choose to emit a 30 ft aura of divine presence for 14 rounds per day. All allies within this aura are treated as being under the effects of a *sanctuary* spell (W-DC 19). These rounds need not be consecutive. Activating this ability is a standard action. If an ally leaves the area or makes an attack, the effect ends for that ally. If you make an attack, the effect ends for you and your allies.

Divine Regeneration (EX)
The Mega-Pope gains Regeneration 33. No form of attack can suppress this regeneration – the Mega-Pope regenerates even if disintegrated or slain by a death effect. If the Mega-Pope fails a save against an effect that would kill it instantly, it rises from death 3 rounds later with 1 Hit Point if no further damage is inflicted upon its remains. The Mega-Pope can be banished or otherwise transported as a means to save a region, but the method to truly kill the Mega-Pope has yet to be discovered.

Improved Mythic Surge (SU)
Rather than use mythic power to use his surge ability, the Mega-Pope can use his surge once per round as a free action.

Prosperity Gospel (Sp)
The Mega-Pope can perform true miracles, but only to benefit fellow ICG believers, and only if they pony up a suitable donation. Any of the Mega-Popes 1x/week spell-like abilities are usable only during a Sunday church service, and are cast as rituals requiring at least an hour of oratory and preaching. The spells can only benefit a character with any ICG approved patron deity, and the character must have made a payment directly to the Mega-Pope prior to the ritual's beginning. Typically, the worship service devolves into a raucous auction, as competing faithful run up the bidding for a miracle – the ultra-wealthy can bid millions of credits for a miracle.

Salvation for Sale (SU)
If the Mega-Pope casts a spell with an expensive material component to benefit another creature (especially *raise dead*) rather than providing the component himself, he can force the spell's recipient or an ally to provide it. In this case, half the expensive material component's price must be paid directly tothe Mega-Pope in universal credits. No other material component, save the funds, are required for the spell.

If a supplicant provides a donation to the Mega-Pope equal to at least 10 gp x the spell level within one minute of receiving a *cure* spell from him, the *cure* spell's effects are maximized. This does not affect the *cure* spell's level or casting time.

Touch of Glory (SU)
The Mega-Pope can cause his hands to glow with cosmic radiance. As a standard action, he can touch creature and provide it with a +7 bous on a single CHA-based skill check or CHA ability check. This ability lasts for one hour or until the creature touched chooses to apply the bonus to a roll. The Mega-Pope can use this ability up to 6x/day.

Ur Energy (EX)
Any attack, spell or other effect the Mega-Pope uses that deals any form of energy damage is actually a primal ur energy that does no allow resistance or immunity, unless the target is of a higher Mythic Tier. Energy weaknesses and vulnerabilities apply to this attack however.

NATURE

The Mega-Pope stat-block uses the Cosmic Televangelist as a base and applies the Instrument of the Gods template from Green Ronin's Advanced Bestiary.

Mega-Popes control the galaxy in the name of the Dues Maximus and for the greater glory of the Imperial Church of the Galaxy. Already powerful spellcasters, masterful orators and rulers of an entire sector of space, upon their ascension to the exalted ranks of the Mega-Papacy, they are imbued with a portion of the Dues Maximus' cosmic power and majesty. Mega-Popes are invested with all the power a god-computer from the unimaginably distant 79th century can beam backwards through space-time.

Mega-Popes are driven almost entirely by greed, though the more imaginative take time to discretely indulge in a few favorite vices, out of the public eye. The least imaginative are indulgence-selling ledgers with teeth. Perfect, white teeth. Though all Mega-Popes are granted quasi-divine powers that make them immortal, unkillable and utterly lethal, they resemble the ancient, dissipated men they were as mortals. These ancient priests wear ornate armor as carved and Gothic as a cathedral. Lesser clergy wear ostentatious gold; Mega-Popes are adorned in crimson and maroon, lined with absolute black.

TEMPORAL ENFORCER – CR 6

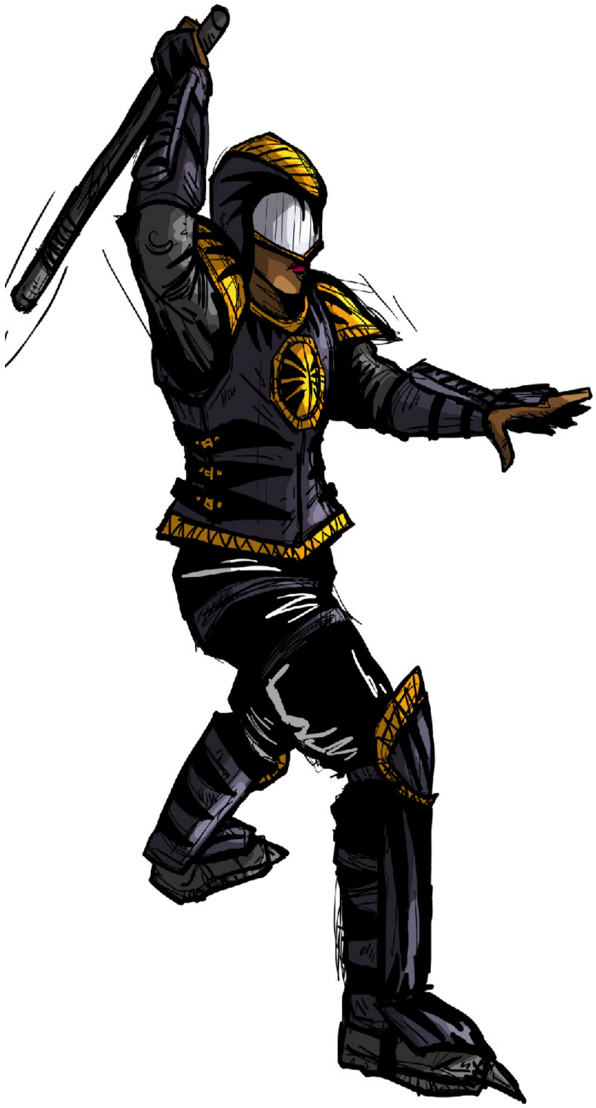
Medium LE Monstrous Humanoid (cyborg, psionic)
XP 2,400
Init +2 **Senses** Darkvision 90 ft, lowlight vision, wifi/cellular/television and radio reception, Perception +13 (+15 visual)
Languages English, Galactic Common and 2-3 human languages of choice

Defense
AC 21 **Touch** 16 **Flatfooted** 16 (+2 DEX, +1 dodge, *+3 insight,* +5 armor)
HP 8d10 + 16 hp (52 HP)
FORT +13 **REF** +7 **WILL** +13
Immune cyborg immunities, Ballistic Damage
Weaknesses Cybernetic Security Risk -2, Unhealing
Vulnerable Electricity

Offense
Spd 40 ft
Melee +14/+9 sick stick (1d6+7 bludgeoning plus nausea 1d6 rounds, F-DC 10+damage negates), 20/x2)
Ranged +14/+9 military plasma rifle (2d12+5 fire, 19-20/x2, 45 ft range increment, semi auto, 12 cell)
Special Qualities Emergency Temporal Shunt, Unhealing
Psi-Like Abilities (ML 8th Concentration +10)
Constant – Defensive Precognition, Offensive Precognition, Tactical Precognition, Offensive Presicience (already figured into statblock above)
At Will – Precognition
Spell-Like Abilities (CL 8th Concentration +10)
3x/day – Haste
- Slow (W-DC 15)
- *Quickened* True Strike

Statistics
Str 14 **Dex** 14 **Con** 14 **Int** 14 **Wis** 14 **Cha** 14
Base Atk +8 **CMB** +10 **CMD** 12
Feats Deadly Aim, Dodge, Double Tap, Far Shot, Intimidating Prowess, Power Attack
Skills Acrobatics +9, either Drive or Pilot +10, Intimidate +15, Heal +8, Knowledge (local) +13, Perception +13 (+15 visual), Sense Motive +13
Gear light duty vest, mwk. military plasma rifle and 4x cells, +1 sick stick, communicator, evidence kit, 12x ziptie handcuffs, 2x potion of cure serious wounds
Cybernetics
Headware – Onboard Computer, Attack Barrier +2
- Enhanced Optics +2, Facial Recognition Optics, Feat Implant (Skill Focus: Heal)

Bodyware – Anti-Ballistic Bodyweave



Ecology
Environment any urban (especially in Command Space)
Organization solitary or pair, often commanding squads of up to several hundred Techno-Fascists and other Command military troops

Individual Temporal Enforcers are often assigned a unique Mecha as a personal vehicle. ***Road Elite*** and ***Air Bikes*** (Secret Soldiers) are common options.
Treasure standard (including gear)

SPECIAL ABILITIES

Emergency Temporal Shunt (EX)
The Temporal Enforcer's brain is augmented by temporal circuitry resembling a *Flashback Class* time drive.

Once per encounter, and no more often than once per 12 hours, the Temporal Enforcer can negate one round worth of actions. This functions much like a *Flashback-class time drive.* Using this ability is a free action, which the Temporal

Enforer can perform even when it is not its turn. If the Temporal Enforcer is slain or permanently incapacitated with an active use of this ability remaining, it automatically activates.

Doing so resets conditions for all combatants to what they were at Initiative Count 0 of the prior round. The Temporal Enforcer gains a +10 insight bonus on attacks, Armor Class skill checks and saving throws for the round. NPCs typically take the same actions during the re-run round as they did during the first iteration. PCs can take new actions, as they have a subconscious inkling that time was altered, though they cannot remember the specifics of the first 'run-through.'

This is a temporal effect.

Sick Stick (EX)
Any target struck by the Temporal Enforcer's *Sick Stick* takes 1d6+7 points of bludgeoning damage and must succeed at a FORT Save (DC 10 + damage inflicted) or be *nauseated* for 1d6 rounds.

NATURE

The Corporation Command takes their hardest assed, most incorruptible cops and wires their brains with temporal circuitry that allows them to see several seconds into the future. Temporal Enforcers can bend, even rewind time to a tactical advantage, and are elite security specialists. Temporal Enforcers accompany senior Command officers and high-ranking politicians – if an assassin ever succeeds in killing a VIP, the Temporal Enforcer's ability to rewind time means the assassin isn't going to get a chance to do it again.

Temporal Enforcers hide their identities behind face concealing armored helmets that they only ever remove within their fortress-like barracks. They are fearless, dangerously legalistic and honest, and completely humorless. They are highly intelligent, well versed in forensics and protective tactics, but they are even more committed to upholding the Corporation Command's laws than most low-grade combat androids. Their training, and the cascading brain damage from their time-bending brain implants, makes them seem stoic, machine-like and inhuman.

FREE SPACERS

Free Spacers live free – a warp space cowboy or cowgirl with little love for the Corporation Command and its cloying laws, bureaucratic bullshit, corrupt customs inspectors, televangelist cyborgs and overpriced spacedock hotels. If you are a Free Spacer, you're bound to your family, your crew, and your fleet, and they to you. Other than that, nothing holds claim on you except the stars themselves.

Free Spacers are lean and stylish. They are the result of dozens of generations of crossbreeding among station crews and astronauts from every old Earth nation's space programs. They tend to be laser thin and spindly, having grown tall in partial gravity. Home planet? Free Spacers don't have one of those and don't really want one either. Most grew up riding a rocket somewhere out in deep space, the child and grandchild of spacers. The average Free Spacer doesn't even touch planet-dirt until they're in their late teens.

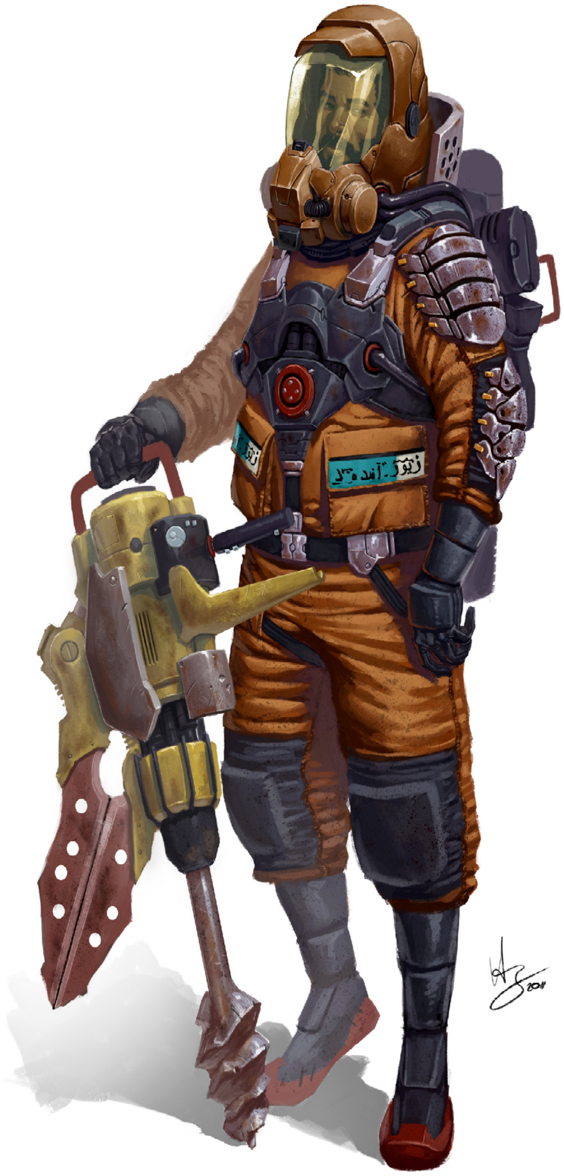
ASTEROID MINER – CR 5

Medium N Humanoid (human) Expert 6
XP 1,600
Init +0 **Senses** Darkvision 60 ft, Perception +6
Languages One Earth language of choice, Galactic Common

Defense
AC 16 **Touch** 10 **Flatfooted** 16 (+6 armor)
HP 6d8 + 6 hp (33 HP)
FORT +3 **REF** +2 **WILL** +5
Immune suffocation, radiation and vacuum (space suit)

Offense
Spd 20 ft Fly 50 ft (average)
Melee +5 pipe wrench (1d6+1 bludgeoning, 20/x2)
Ranged +4 spacer's blaster (2d6 fire, 20/x2, 50 ft, semi auto, 12 cell)

Statistics
Str 12 **Dex** 10 **Con** 13 **Int** 12 **Wis** 10 **Cha** 11
Base Atk +4 **CMB** +5 **CMD** 15
Feats Asteroid Miner, Catch Off Guard, Endurance, Skill Focus (craft: mechanical or other appropriate skill)*, Starship Operator (Tier I)
Skills Computer Use +7, Craft (mechanical) +10*, Craft (vehicles) +3, Fly +3, Perception +6, Pilot +6
Gear spacesuit with EVA flight pack, spacer's blaster, 1x spare cell, mwk mechanical kit, plasma torch or multi-tool, 1 or 2 glow joints



Ecology

Environment any (usually orbital habitats, workshacks and asteroid mines throughout Free Space or the Fringe)

Organization extremely variable, from 2 man scouting crews to 40-50 person work parties working a big job

Treasure standard (including gear)

NATURE

This human spacer is your standard issue asteroid miner or EVA mechanic. He's a tough, blue collar kind of guy, able to put in back to back 18 hour shifts in a grungy star-suit, though he's not exactly gonna be happy about it.

The spacer might be any race or gender under the durable, patched and worn in space suit he (or she) is equipped with. The spacer carries an assortment of working tools and sensors. The spacer's a little smarter, a little better educated than he appears at first glance, which is to be expected. Deep space is no place for morons.

FREE CAPTAIN – CR 11

Medium CN, CG or CE Human Cavalier 12

XP 12,800

Init +2 **Senses** Perception +5

Languages English, Galactic Common, Shipper Patois, Jamaican

Aura Banner (30 ft, allies receive +3 saves vs fear, +2 attacks after a charge when banner is visible)

Defense

AC 20 **Touch** 14 **Flatfooted** 18 (+2 DEX, +2 deflection, +6 armor)

HP 12d10 + 36 hp (109 HP)

FORT +10 **REF** +6 **WILL** +6

Immune Suffocation, Radiation, Vacuum (space suit)

Offense

Spd 30 ft (25 ft in armor)

Melee +17/+12/+7 fission blade (2d6 slashing plus equal fire plus equal energy, 19-20/x3)

Ranged +15/+10/+5 disintegrator pistol (3d6 energy, 20/x3, 40 ft range increment, single shot, unlimited energy)

Special Qualities Cavalier's Charge, Expert Trainer, Mighty Charge, No Breath (spacesuit), Tactician

Statistics

Str 14 **Dex** 14 **Con** 15 **Int** 13**Wis** 15 **Cha** 16

Base Atk +12 **CMB** +14 **CMD** 26

Feats Combat Reflexes, Endurance, Improved Critical (fission blade), Power Attack, Stand Still, Toughness, Zero G Training

Teamwork Feats Lookout, Outflank, Paired Opportunists

Skills Appraise +5, Bluff +18, Diplomacy +18, Intimidate +18, Pilot +10, Perception +5

Gear *+3 fission blade, +1 disintegrator pistol of endless ammo, +1 unbound Advanced Space Suit, ring of protection +2,* holographic banner display, palmtop computer

Ecology

Environment deep space and Hyperspace

Organization in command of a Free Spacer starship consisting of several hundred, to several thousand Free Spacers of various kinds and duties

Treasure double standard (including gear)

SPECIAL ABILITIES

Banner (EX)
The Free Captain often carries a holographic ship's ensign when wading into battle or conducting boarding operations. As long as this banner is clearly visible, all allies within 60 ft gain a +3 bonus on saves against fear, and a +2 bonus on all attack rolls made as part of a charge.

Braggart (EX)
The Free Captain can spend a standard action to extol his own accomplishment and fearsome battle prowess. This functions as Dazzling Display, save he does not need a weapon in hand to use this ability.

The Free Captain receives a +2 morale bonus on melee attack rolls made against demoralized targets. He, himself, is hard to demoralize, and adds his CHA modifier (+3) to the DC of attempts to Intimidate him.

Challenge (EX)
Four times per day, the Free Captain can challenge a foe to one on one combat. As a swift action, the Free Captain chooses one foe within sight to challenge. The Free Captain receives a +12 bonus on melee damage against that target, and receives a +1 morale bonus on melee attack rolls against that target so long as he is the only creature other than his mount threatening it. The target suffers a -2 penalty to AC against attacks from any creature other than the Free Captain as long as it is threatened by the Free Captain.

The Free Captain suffers a -2 penalty to AC, except attacks made by the target of his challenge. The Challenge remains in effect until the target is dead or unconscious or the combat ends.

Disintegrator Pistol (EX)
The Free Captain's Disintegrator Pistol fires unspecified energy, not subject to energy resistance or immunity. A target slain by this weapon is disintegrated completely, along with all his gear.

Fission Blade (EX)
The Free Captain's Fission Blade inflicts massive slashing damage. In addition to the slashing damage, it also inflicts an equivalent amount of fire damage, as well as an equal amount of unspecified energy damage that is not subject to energy resistance or immunity. In addition, a creature damaged by the Fission Blade is considered exposed to a Lightly Irradiated Environment for one round.

Thus, if the Fission Blade's wielder inflicts 15 points of slashing damage on an attack with the weapon, it would also inflict 15 points of fire damage, as well as 15 points of unspecified energy damage.

Steal Glory (EX)
The Free Captain may make an attack of opportunity against a target he is threatening, when it is damaged by a critical hit by one of the Free Captain's allies.

Tactician (EX)
The Free Captain may share any teamwork feat he possesses with all allies within 30 ft as a standard action. Allies retain this feat for up to 9 rounds, and do not need to meet the prerequisites of these bonus feats. The Free Captain may use this ability up to three times per day.

NATURE

Out in the Big Black, a Free Captain's word is law.

Junior Free Captains command only a single starship- usually a battered expeditor retrofitted for increased speed, FTL range and ship-to-ship combat, while the most respected Free Captains command small, motley armadas of their own. All Free Captains are arrogant bastards, with little time for rules, regulations and the cloying social bureaucracy of Earthspace and the Command. Out here, they fly free. All Free Captains are fiercely protective of their crew, knowing their lives depend on their subordinate's competence, quick wits and technical acumen, just as their crew know their lives depend on the Free Spacer's battle savvy and ability to play the bastard when tactically necessary.

Wealthy Free Captains augment their considerable personal prowess with the best arcano-tech gear credits can buy. This particular Free Captain is a deft hand with a thermonuclear sword and disintegrator pistol. He likes flashy displays of firepower, and has a soft spot for competent gunslingers of any race, species or any of the four galactically recognized genders.

This Free Captain has focused on his tactical abilities, and is more likely to be found on the command deck of his vessel, or leading a boarding action than on the back of a mount. If mounted combat is truly necessary, give him access to a ***Wayhunter***. Riding aloft on the flying xeno-beast he is more than a match for most light star fighters.

FREE GUNNER – CR 6

Medium CN or CG Humanoid (Anthro, psionic) Psychic Warrior 5, Rogue 2
XP 2,400
Init +3 **Senses** Lowlight vision, Shipsense (see text), Perception +7
Languages Fursong, Galactic Common, Proximite, Shipper Patois

Defense
AC 16 **Touch** 13 **Flatfooted** 13 (+3 DEX +3 armor)
HP 7d8 + 7 hp (42 HP)
FORT +5 **REF** +7 **WILL** +2

Offense
Spd 30 ft
Melee +4 arc dagger (1d6 electrical, 20/x2)
Ranged +9 smuggler's blaster (2d6 fire, 20/x3, 60 ft range increment, full auto, 15 cell)
Sneak Attack +1d6
Special Qualities Archer Path, Trapfinding +1
Psionics (ML 5th, Concentration +6)
Power Point Reserve 10
***Second* –** Body Adjustment, Defy Gravity
***First* –** Inertial Armor, Inevitable Strike, Offensive Precognition *(not figured into statblocks above)*
***Talents (0 level)* -** Blinding Flash (W-DC 11), Distract (W-DC 11)

Statistics
Str 11 **Dex** 17 **Con** 12 **Int** 15**Wis** 13 **Cha**
Base Atk +4 **CMB** +4 **CMD** 17
Feats Combat Reflexes, Deadly Aim, Double Tap, Far Shot, Zero G Training
Skills Acrobatics +13, Climb +9, Computer Use +6, Disable Device +12, Knowledge (local, psionics) both +12, Perception +7. Stealth +13
Gear +2 shadowed spacer's jumpsuit, +1 smuggler's blaster, 4x spare cells, arc dagger, palmtop computer, lock release gun, mechanical kit

Ecology
Environment any urban (usually serving aboard Free Spacer ships and stations)
Organization solitary or accompanied by several Free Spacer rogues or minor psions
Treasure standard (including gear)

SPECIAL ABILITIES

Archer's Path (SU)
The Free Gunner may expend his psionic psychic focus and make a ranged trip attack as a standard action. Flying targets are *staggered* for one round instead. While maintaining psionic focus, the Free Gunner receives a +1

competence bonus on attack rolls made with a ranged or thrown weapon. This bonus is already figured into the Free Gunner's ranged attack stat line.

Ship Sense (EX)
When aboard a space station, starship, or other large enclosed environment (such as a submarine), the Free Gunner attunes herself to the subtle vibrations of the engine and ever-present hum of life support. When in an environmentally sealed vehicle or environment, the Free Gunner gains *tremorsense* with a 60 ft radius.

Everybody's Ally, Nobody's Friend (EX)
Free Spacers know people in every galactic port of call, and can call in favors from the least expected source. Once per day, the Free Gunner can select any specific allegiance or faction.

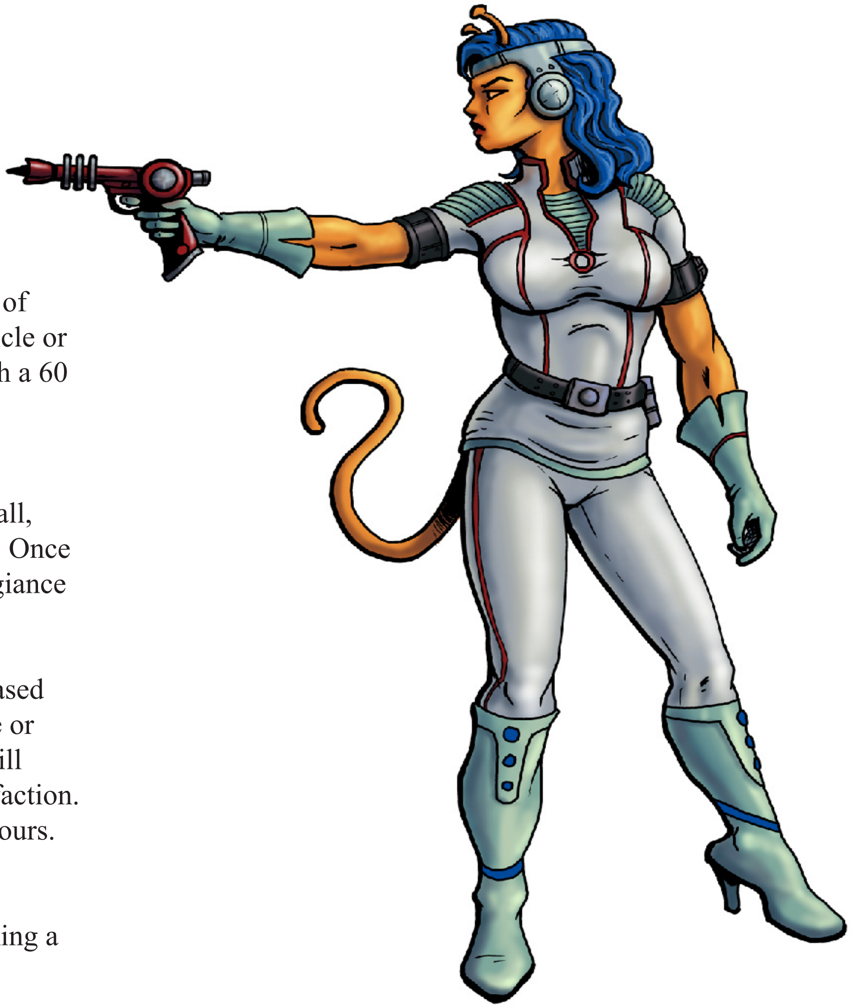
She receives a +2 circumstance bonus on all CHA-based skill checks made against members of that allegiance or faction, but suffers a -4 penalty on all CHA-based skill checks made against those hostile to that allegiance/faction. The bonus and penalty both remain in effect for 24 hours.

Fast Stealth (SU)
The Free Gunner may move at full speed without taking a penalty on her Stealth check.

NATURE

A product of a selective breeding experiment by Anthro and Free Spacer crews stretching back three generations, the tawny furred felionoid is a low level precognitive and tactical empath. She uses her evolutionary gifts to enhance both body and mind, and most importantly, her trigger hand.

Free Gunners are welcome additions to any Free Spacer crew with the connections and money to hire one. They're absolute magic in a gunfight, and like all cat-kind, the know the sleazy corners of the galaxy like the tip of their tail, and know how to have a good time on shore leave.



FREE MIND – CR 4

Medium CG Humanoid (aberration, Elan, psionic) Rogue 2, Wilder 3
XP 1,200
Init +1 **Senses** Perception +8
Languages Fursong, Galactic Common, Shipper Patois, Syrion

Defense
AC 17 **Touch** 16 **Flatfooted** 15 (+1 DEX, +1 dodge, +1 armor, +4 shield)
HP 5d8 hp (26 HP)
FORT +1 **REF** +5 **WILL** +5
Damage Reduction 2/- (slashing damage only)

Offense
Spd 30 ft
Melee +4 phosphor stiletto (1d4 piercing plus 1 fire, 19-20/x2) (fire damage in bright illumination only)
Ranged +4 spacer's blaster (2d6 fire, 20/x2, 50 ft range increment, semi auto, 12 cell)
Sneak Attack +1d6

Special Attacks +4 ranged touch Surge Blast (2d6 force, 20/x2, 30 ft max range)
Special Qualities Elude Attack, Evasion, Psychic Enervation, Trapfinding +1, Wild Surge +2
Psionics (ML 3rd Concentration +6)
Power Point Reserve 19
***First* –** Energy Ray
- Force Screen

***Zero (talent)* –** Telepathic Lash (W-DC 13)
Force Screen is already accounted for in statblock

Statistics
Str 10 **Dex** 13 **Con** 11 **Int** 13 **Wis** 15 **Cha** 16
Base Atk +3 **CMB** +3 (+5 dirty trick) **CMD** 14
Feats Improved Dirty Trick, Psionic Talent (taken twice), Weapon Finesse
Skills Acrobatics +7, Bluff +9, Climb +6, Diplomacy +9, Disable Device +9, Knowledge (local, the planes) both +7, Perception +8
Gear blade silk robes, phosphor stiletto, spacer's blaster and 2x spare cells, mwk lock pick set, lock release gun, palmtop computer

Ecology
Environment any urban (Free Space)
Organization usually solitary
Treasure standard (including gear)

SPECIAL ABILITIES

Free Surge (SU)
If the Free Mind is overcome by psychic enervation, she is dazed until the end of her next turn and loses a number of power points equal to her manifester level (3 power points).

Resistance (SU)
As an immediate action, the Free Mind can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of her next action.

Resilience (SU)
When the Free Mind takes damage, she can spend power points as an immediate action to reduce its severity. She can reduce the damage she is about to take by 2 HP per power point spent.

Repletion (SU)
The Free Mind can spend 1 power point to sustain herself. If she does so, she does not need to eat or drink for 24 hours.

Surprise Attack (EX)
During the surprise round, opponents are always considered flat-footed to the Free Mind, even if they have already acted.

NATURE

The Free Mind is a self-taught and untamed wild psion born into a Free Spacer fleet. She's a damn good thief, though her quizzical code of honor prohibits from stealing from other Free Spacers. The Corporation Command is fair game, though, and when her vessel docks with a Command station, she usually walks out with half the shopping mezzanine's stock stuffed into her hidden pockets. She's a trouble maker and instigator – she's more committed to the Free Spacer ideal of uncompromised liberty than most of her shipmates. She fights hard for what she believes in, and tends to get the rest of her ship into trouble by doing so. If she encounters a bully or some Corp Command petty tyrant throwing his weight around, she's going to do something about it. Even if a little tactical cowardice would be the smarter move….

The Free Mind is a petite young woman in her early 20s, with the post-racial caramel skin common to many Free Spacer crews. Her strange eyes glow when she activates her combat-psi powers, and change hue several times throughout the day.

FREE NAV – CR 2

Medium CG, CN or CE Human Rogue 3
XP 800
Init +4 **Senses** Lowlight vision, Perception +0 (+2 on sight based Perception checks)
Languages Chinese (or other Earth language of choice), Galactic Common, Gravity Cat

Defense
AC 15 **Touch** 14 **Flatfooted** 11 (+4 DEX, +1 armor)
HP 3d8 hp (17 HP)
FORT +1 **REF** +7 **WILL** +1
Defensive Abilities Evasion, Master Pilot
Weaknesses Cybernetic Security Risk -3

Offense
Spd 30 ft
Melee +2 arc dagger (1d6 electrical, 20/x2)
Sneak Attack +1d6
Ranged +7 snub nose ion blaster (2d6 electrical, 20/x2, 10 ft range increment, semi auto, 15 cell)
Special Qualities Master Pilot +1

Statistics
Str 11 **Dex** 19 **Con** 11 **Int** 13 **Wis** 10 **Cha** 11
Base Atk +2 **CMB** +2 **CMD** 16
Feats Combat Reflexes, Dodge, Starship Operations, Zero G Training

Skills Acrobatics +14, Bluff +8, Computer Use +8, Disable Device +11, Escape Artist +14, Knowledge (local) +11, Knowledge (technology) +8, Pilot +14 (+17 on opposed Pilot checks)
Gear spacer's jumpsuit, snub nose ion blaster, 1x spare cell, palmtop computer, *racing gloves*
Cybernetics Advanced Cyberoptics, Targeting Optics +1, Lowlight Optics

Ecology
Environment deep space
Organization she's the only one allowed to touch her ship's weapons control console, on pain of death
Treasure standard (including gear)

SPECIAL ABILITIES

Master Pilot (EX)
The Free Nav has traded her Trapsense ability for an equivalent bonus on Pilot checks. She is automatically aware of the current and maximum HP total of any ship within sensor range. If she succeeds at a DC 15 WIS check, she is also aware of the ship's weapon load out. She is instinctively aware of any vessel that achieves weapons lock on her starship.

Targeting Optics (EX)
The Free Nav's cybernetic eyes provide her with a +1 bonus on ranged attack rolls, including rolls with starship or vehicle mounted weapons.

(D20 Future Rules)
Weapons Hot (EX)
The Free Nav applies her sneak attack bonus to the damage inflicted by starship and vehicle mounted weapons if such attacks are made within the weapon's first range increment. The Free Nav adds her sneak attack once time per four damage dice with the weapon when within its first range increment.

For instance, if she fires a bank of plasma torpedoes that normally inflict 8d10 damage, she would add her sneak attack damage twice, for a total damage result of 8d10 + 2d6.

(Starfinder Roleplaying Game Rules)
Weapons Hot (EX)
The Free Nav applies +2 additional damage to damage inflicted by a starship weapon if the attack is made within three hexes. If the Free Nav's sneak attack improves, this bonus damage increases by +2 per dice of damage.

NATURE

The Free Nav is the heart and soul of any Free Spacer vessel expecting to ever go into combat. You get a chance to hire a good Free Nav, you take it. Pay her whatever she wants, give her the biggest, best smellin' berth, kiss her ass…..just get the Free Nav behind the weapons and navigation console of your starship.

This particular Free Nav is a Chinese-derived spacer in her late 20s with pretty cyber eyes. She's got a habit of cooing over her ship's weapons array like a mother with a new baby. That's not uncommon amongst those in her profession.

RISK TAKER – CR 6

Medium CG or CN Humanoid (human) Rogue 7
XP 2,400
Init +2 **Senses** Lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +8
Languages Galactic Common, English, Spanish, several other Earth languages, Shipper Patois

Defense
AC 15 **Touch** 12 **Flatfooted** 13 (+2 DEX, +3 armor)
HP 7d8 hp (32 HP)
FORT +2 **REF** +9 **WILL** +3
Defensive Abilities Evasion, Trapsense +2, Uncanny Dodge
Immune suffocation, radiation, vacuum (space suit)
Weaknesses Cybernetic Security Risk -0

Offense
Spd 30 ft
Melee +7/+2 high frequency sword (2d6+1 slashing, 19-20/x3)
Ranged +9/+4 stun blaster (2d6 fire or 2d6 non-lethal fire, 20/x2, 50 ft range increment, semi auto, 12 cell)
Sneak Attack +4d6
Special Qualities No Breath (space suit)

Statistics
Str 12 **Dex** 15 **Con** 11 **Int** 15 **Wis** 12 **Cha** 14
Base Atk +5 **CMB** +6 **CMD** 18
Feats Lightning Reflexes, Point Blank Shot, Skill Focus (bluff), Spacer Lore
Skills Acrobatics +12, Autohypnosis +4, Bluff +14, Climb +11, Craft (electronic) +8, Computer Use +9, Diplomacy +12, Knowledge (local) +12 *(+14 concerning spacers)*, Pilot +4, Perception +8, Profession (gambler) +11, Sleight of Hand +9, Stealth +12
Gear *+2 action wear, +1 keen high frequency sword,* masterwork stun blaster and 4x spare cells, potion of cure moderate wounds
Cybernetics
Headware – Onboard Computer, Attack Barrier +2, Lowlight Optics, Targeting Optics +1

Ecology
Environment any
Organization usually solitary, sometimes found as part of an adventuring party or small military or mercenary unit
Treasure double standard (including gear)

SPECIAL ABILITIES

Bred For Luck (SU)
The Risk Taker is supernaturally lucky. Once per day while making any d20 roll, the Risk Taker may roll 3d20 and take the best result. The Risk Taker may activate this ability after the d20 results are known.

If the Risk Taker has not used this ability today, the Risk Taker can expend this power to negate the result of a critical hit against herself. She need not be consciously aware of the attack, and may even activate this ability when helpless, as this power is mostly unconscious.

Charmer (EX)
Twice per day the Risk Taker can roll 2d20 when making a Diplomacy check and take the better of the two results.

Trap Spotter (EX)
Whenever the Risk Taker merely comes within 10 ft of a trap, she receives an immediate Perception check to notice the trap.

NATURE

The Risk Taker's uncanny luck and utter self-confidence makes her seem slightly inhuman. This thrill-seeking adventurer is easily bored and dangerously fearless. She can be blasé about even the most dangerous missions and environments, confident that things will always work out well for her.

The Risk Taker is an attractive woman, barely out of her teens, dressed in a slightly rumpled adventurer's uniform that's designed to be quite stylish. Like most Free Spacers, she's an attractive mélange of several ethnicities. She's a practiced duelist who absolutely adores her fencing-specced vibro-sword, and practices combat dueling often. She relies on targeting implants to give her the edge in a blaster-fight, and rarely takes her stun blaster off non-lethal mode.

SCAV-WORLDER – CR 3

Medium CG, CN or CE Human Warrior 4, Rogue 1
XP 800
Init +2 **Senses** Perception +5
Languages Galactic Common, one Earth language of choice

Defense
AC 17 **Touch** 12 **Flatfooted** 15 (+2 DEX, +5 armor)
HP 4d10 +1d8 + 5 hp (31 HP)
FORT +5 **REF** +5 **WILL** +1
Immune Suffocation, Radiation, Vacuum (spacesuit)

Offense
Spd 30 ft (20 ft in armor)
Melee +5 thermo-blade (1d8 fire, 20/x2)
Ranged +6 AK-47 knockoff (2d8 ballistic, 20/x2, 70 ft range increment, full auto, 30 box)
Sneak Attack +1d6
Special Qualities No Breath (spacesuit), Trapfinding +1

Statistics
Str 13 **Dex** 15 **Con** 12 **Int** 10 **Wis** 11 **Cha** 10
Base Atk +4 **CMB** +5 **CMD** 17
Feats Burst Fire, Catch Off Guard, Skill Focus (craft: mechanical)
Skills Climb +6, Craft (mechanical) +10 (+14 when jury-rigging) Knowledge (local) +5, Perception +5, Stealth +5, Survival +2
Gear mil-surplus spacesuit, knockoff AK-47 and 1d4 spare clips, mechanical tool kit, flashlight, 1 day's rations & water, 1d8 Glow joints and misc. personal gear

Ecology
Environment deserts, ruins and other inhospitable places
Organization solitary, pack (3-5), gang (3d6) or tribe (6d6 adults plus 2-3 times as many children, often lead by a higher level Scav-Worlder/Barbarian)
Treasure standard (including gear)

SPECIAL ABILITIES

Jury-Rigger (EX)
The Scav-Worlder is a master of making do with junk and can turn garbage tech into something worthwhile. He receives a +4 competence bonus on Craft (mechanical) checks made to jury-rig, and his jury-rigged repairs last ten times as long as normal.

The Scav-Worlder does not take a penalty on attack rolls when using weapons with the *broken* condition.

Mil-Surplus Armor (EX)
At the beginning of each encounter, roll D20. On a roll of 1, the Scav-Worlder's armor fails: its armor bonus is set to 0 and its space suit property is lost. The armor will not function until repaired, requiring a DC 15 Craft (mechanical) check.

NATURE

Scav-Worlders are illegal colonists trying to eke out survival or something sweeter on some out-of-the-way hellpit planet. Most Scav-Worlders are criminals and ex-cons, fleeing multiple life sentences back in Command Space. Others are claim jumpers, hermits, or would-be terraformers who got conned out of their stake money and dumped on some barely habitable world off the major hyperspace lanes. Whatever else they are, Scav-Worlders have to be tough and violent enough to stay alive, and smart enough to make do with whatever scraps they can piece together.

SHIP'S SYNTH – CR 2

Medium N Monstrous Humanoid (android)
Expert 4
XP 600
Init +1 **Senses** Lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +5
Languages Binary, Galactic Common, Shipper Patois

Defense

AC 13 **Touch** 11 **Flatfooted** 12 (+1 DEX, +2 armor)
HP 4d8 hp (18 HP)
FORT +1 **REF** +2 **WILL** +6 (+10 vs mind-affecting effects)
Immune poison, disease
Weaknesses Cybernetic Security Risk -1

Offense

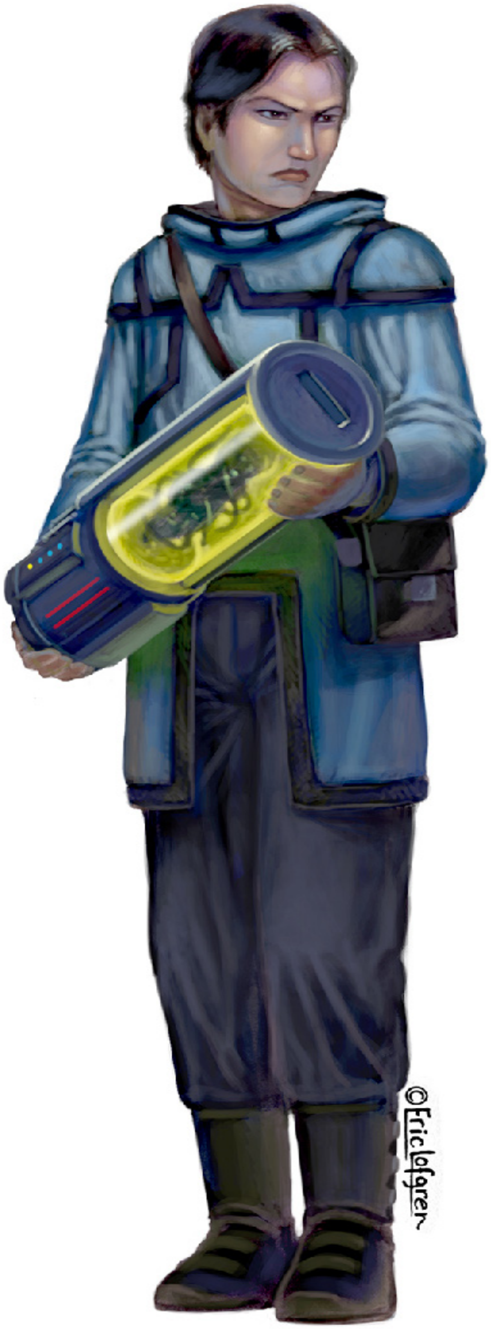
Spd 40 ft
Melee +4 thermo blade (1d8+1 fire, 20/x2)
Ranged +4 spacer's blaster (2d6 fire, 20/x2, 50 ft range increment, semi auto, 12 cell)

Statistics

Str 12 **Dex** 12 **Con** 10 **Int** 14 **Wis** 14 **Cha** 10
Base Atk +3 **CMB** +4 **CMD** 15
Feats Asteroid Miner, Gearhead
Skills Craft (mechanical) +11, Craft (electronic) +9, Computer Use +11, Drive +8, Heal +6, Knowledge (technology) +9, Pilot +5, Profession (miner) +9
Gear spacer's blaster and 2x spare cells, thermos blade, mwk. spacer's jumpsuit, surgery kit, first aid kit, mechanical and electronic tool kit, specialized sensor (chemi-comp, mechani-comp)
Cybernetics
Headware – Onboard Computer

Ecology

Environment any (most commonly encountered aboard a working civilian starship)
Organization usually found as part of a starship crew
Treasure standard (including gear)



SPECIAL ABILITIES

Starship Uplink (EX)
The Ship's Synth has established a wireless control link with a single starship, which has a ground-to-orbit range. The Ship Synth can easily control this vessel while it orbits the planet or a neighboring satellite, but cannot control the vessel much farther away. The Synth can pilot the starship, including using sensors and built-in weapons remotely as if the Synth were aboard the vessel. The Synth suffers a -4 penalty on all skill checks and attack rolls made by the vessel, due to a faint lightspeed lag in the signals.

The Ship's Synth can change which starship he is uplinked to with a DC 20 Computer Use check, which requires secure access to the new starship's computers and 1d4 hours of work. The Ship's Synth can only be linked to one starship at any given time.

Synth Precision (EX)
Synths have superior reflexes and manual dexterity to the humans they are modeled on. Synths can use skills requiring fine manual dexterity (such as Craft: mechanical or Heal) in half the usual time. Synths can always Take 10 on a Craft, Disable Device or Heal check without increasing the time required for the check.

Synth Mortality (EX)
Synths are incapacitated at 0 HP and slain at a negative HP total equal to their CON score. A slain Synth cannot be resurrected magically, but might be able to be restored to function through a Field Medic's class abilities, or similar non-magical talents, if treated quickly enough.

A completely destroyed Synth might be able to briefly be rebooted long after its death to provide information, however. With a DC 20 Computer Use check, a technician can briefly bring a Synth that has been slain within the previous year back on line. This check suffers a penalty equal to Synth's negative HP total below ten. Thus a Synth at -15 HP when slain would impose a -5 penalty on the Computer Use check to reboot it.

Once rebooted, the Synth can communicate either verbally or through a plugged-in computer system, and is able to answer questions as if it were alive and conscious for up to one hour. The Synth retains memories of its life and basic personality, and may choose not to assist its interrogator. Once the hour ends, the Synth goes off line permanently, and cannot be rebooted again.

NATURE

A Ship's Synth is a competent generalist, capable of filling virtually any vacancy aboard a starship. Most starship crews don't lift without a Synth aboard to backstop the organic crew. Ship Synths are technical experts that double as field medics, and can also serve as a pilot or combat driver in a pinch. Though not optimized for combat, Ship Synths can capably defend themselves and shipmates with standard-issue weapons.

Most Ship Synths are fairly quiet people, keeping their opinions and emotions to themselves, but have an obvious desire to be a valued part of the crew. Ship Synths are fiercely loyal to their organic shipmates. Ship Synths dress in standard uniforms, and the quiet, unassuming androids can easily pass for human.

SHIPWIFE – CR 3

Medium LN Humanoid (cyborg, Psyren)
XP 800
Init +3 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted wifi/radio/television signals, Perception +2
Languages Galactic Common, Psyren, *telepathy 100 ft*

Defense
AC 14 **Touch** 14 **Flatfooted** 10 (+3 DEX, +1 dodge)
HP 4d8 hp (18 HP)
FORT +1 **REF** +7 **WILL** +5
Immune cyborg immunities
Weaknesses Cybernetic Security Risk -1, Unhealing

Offense
Spd 30 ft
Melee +3 unarmed strike (1d3 non-lethal, 20/x3)
Ranged +6 spacer's blaster (2d6 fire, 20/x2, 50 ft range increment, semi auto, 12 cell)
Spell-Like Abilities (CL 1st Concentration +3)
At Will – mending (mechanical objects only)
- prestidigitation (clean and polish mechanical objects only)

Statistics
Str 11 **Dex** 16 **Con** 11 **Int** 15 **Wis** 12 **Cha** 15
Base Atk +3 **CMB** +3 **CMD** 16
Feats Dodge, Skill Focus (pilot), Zero G Training
Skills Craft (electronic) +9, Craft (mechanical) +14, Computer Use +9, Pilot +17, Perform (sexual) +9 (racial modifier: +8 Pilot)
Gear palmtop computer, mwk electronics kit, spacer's blaster, 2x spare energy clips

Cybernetics
Headware – Onboard Computer, Attack Barrier +3, Advanced Optics, Micro-Optics +2, Professional Database

(Craft: mechanical)
Bodyware – Branch Type Hands

Ecology
Environment any urban or starship
Organization usually solitary, or as part of a starship's crew complement
Treasure standard (including gear)

SPECIAL ABILITIES

Branch Type Hands (EX)
The Shipwife can modify her hands, splitting them apart on hidden seams that effectively give her dozens of fingers. She can perform skill checks requiring manual dexterity at an accelerated rate. Each full round action counts as one day of work when her hands are branched.

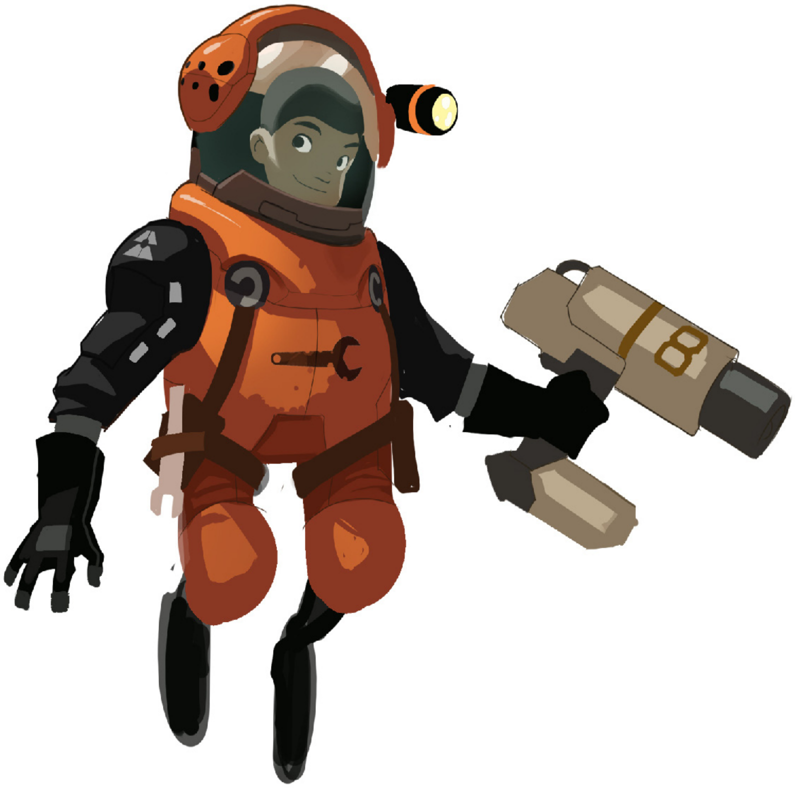
Service Call (SU)
Though the Shipwife's extensive bio-tech implants prevent her from healing naturally, she can restore her function by accepting her calling as the ship's primary sexual provider. A sexual encounter with any member of her crew or any authorized passenger restores 1d4 HP to the Shipwife.

If she Shipwife desires, rather than accepting the healing herself, she may instead restore 1d8 HP to any damaged component of the ship she is currently touching. She must be in physical contact with a starship or any damage system to use either aspect of this ability; Shipwives often refuse sexual advances, anywhere besides the ship they serve on. There, they accept virtually any polite advance, both for the good of crew morale and for the ship's technological health.

NATURE

Shipwives are a technologically advanced, starborne species that has traveled between the stars so long, their planetary origins are long since forgotten. They share some genes with the Psyren, and like the Psyren they a mono-gendered species that reproduces via cloning. Best guess: Shipwives are either a cousin species, or a client race that's interbred with the Psyren somehow. Their intelligence and physical beauty are obvious, but their bodies are augmented with pervasive bio-cybernetics bonded to their genome.

Shipwives are in great demand as pilots, navigators and shipboard engineers. Known for their technical acumen, they are also known for their sexuality and carnal expertise. Shipwives sell both their technical and sexual acumen proudly and openly. Shipwives will often contract with a client starship for several voyages, possibly more if she likes either the crew or the route, or if she takes a particular fancy to a particular starship's engine. Shipwives are vibrant in their intellect and their wanton sexuality, brilliant and dedicated to both aspects of what they consider holy work.



SPACE BABY – CR 1

Medium N Human Expert 1*
XP 400 – The Space Baby is given an ad hoc CR increase due to her specialized training and excellent gear.
Init +0 **Senses** Perception +0
Languages English, Galactic Common

Defense
AC 16 **Touch** 10 **Flatfooted** 16 (+6 armor)
HP 1d8 (5 HP)
FORT +0 **REF** +0 **WILL** +2
Immune suffocation, radiation, vacuum (spacesuit)

Offense
Spd 20 ft
Melee -5 improvised weapon (1d6-1 bludgeoning, 20/x2)
Ranged +0 air marshal's pistol (3d6 ballistic, 20/x2, 15 ft range increment, semi auto, 12 box, cannot fire in vacuum)
Special Qualities No Breath (spacesuit)

Statistics

Str 9 **Dex** 11 **Con** 10 **Int** 12 **Wis** 11 **Cha** 12
Base Atk +0 **CMB** -1 **CMD** 9
Feats Starship Operations, Zero G Training
Skills Computer Use +5, Craft (mechanical) +5, Craft (electronic) +5, Disable Device +5, Knowledge (local, physics) both +5, Pilot +5
Gear space suit, air marshal's pistol, specialized scanner (multiscanner: mechanic- comp, robo-comp, xeno-comp), mwk mechanical or electrical kit, plasma welder,

Ecology

Environment any (deep space, orbital stations and colony worlds)
Organization extremely variable, from 2-3 person work gangs to entire starship crews
Treasure special (gear and personal effects)

SPECIAL ABILITIES

Born in Space (EX)
The Space Baby was literally born in zero-g, in a de-spun hospital section of a Free Spacer craft, and was taken on her first EVA space walk before she could crawl. The Space Baby receives a +1 morale bonus on all attack rolls, skill checks and saving throws when in zero G conditions.

Fleet Character (EX)
Each of the major Free Space fleets has its own character. Each Space Baby has one of the following abilities chosen from this list. This choice also defines the Space Baby's alignment and outlook.

Anthony Fleet: Anthony Fleet are a bunch of perverts that likes 'em a little younger than galactic culture approves of. The Space Baby receives a +1 competence bonus on Bluff and Diplomacy checks against other humans for every ten years older than her the target is (maximum +5 bonus).

Anthony Fleet Space Babies are usually LN or LE.

Asimov Fleet: Asimov Fleet are logical, dedicated futurists with strong senses of civic duty. The Space Baby receives a +4 bonus on WILL Saves if the effect would cause her to betray her allies, act chaotically or destructively.

Asimov Fleet Space Babies are often LG, LN or sometimes N.

Bradbury Fleet: Bradbury Fleet are busy optimists- there's nobody better at taming colony worlds. The Space Baby receives a +2 competence bonus on Handle Animal, Ride and Survival checks concerning alien worlds and creatures.

Bradbury Fleet Space Babies are usually NG, N or possibly CN.

Niven Fleet: Niven Fleet are opportunists who live by their wits and never surrender. The Space Baby receives a +1 competence bonus on Bluff and Sense Motive checks against targets per higher CR level (maximum +5 bonus).

Niven Fleet Space Babies are usually CG, CN and rarely CE.

NATURE

Kids grow up fast in deep space. There's no other choice. Aboard smaller vessels, everybody works, even the kids, and the effort of children can make the difference between prosperity and bankruptcy. Space Babies are the youngest members of Free Spacer crews, but don't under estimate them. By the time a Space Baby is ten years old, she has a grounding in physics, zero g operations and starship engineering that most Earth-side college graduates would envy.

Her custom fitted, kid-sized space suit, bulging toolkit and excellent gear represents the trust her parents and the other adult crewers place in her, and she takes obvious pride in her gear. The Space Baby is not much of a combatant, but she can swing a pipe wrench with untrained vigor, and knows the code to unlock a shipboard emergency locker to get at an air marshall's pistol if she needs to repel boarders.

SPACE TRUCKER – CR 4

Medium N Human Warrior 1, Expert 5
XP 1,200
Init +0 **Senses** Perception +2
Languages English (or other Earth language of choice) Galactic Common, Shipper Patois

Defense

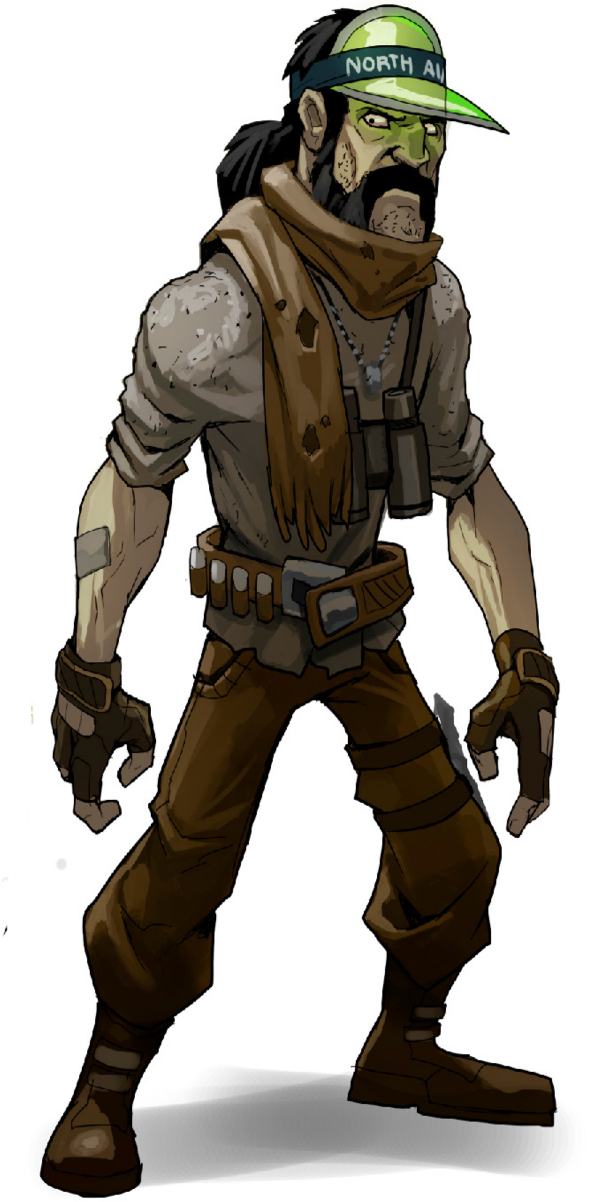
AC 11 **Touch** 10 **Flatfooted** 11 (+1 armor)
HP 1d10 +5d8 +10 hp (43 HP)
FORT +5 **REF** +1 **WILL** +8

Offense

Spd 30 ft
Melee +5 thermoblade (1d8 fire, 20/x2)
Ranged +4 sawed off shotgun (2d8 ballistic, 20/x2, 10 ft range increment, single shot, 2 internal)
Spell-Like Abilities (CL 1st Concentration +3)
1x/day – Crafter's Fortune (self only)

Statistics

Str 12 **Dex** 10 **Con** 15 **Int** 13 **Wis** 14 **Cha** 8
Base Atk +4 **CMB** +5 **CMD** 15
Feats Iron Will, Skill Focus (repair), Starship Operations, Zero G Training
Skills Bluff +8/+13*, Craft (mechanical) +16, Intimidate +8, Pilot +6, Profession (spacer) +11/+16* to make a living
Gear spacer's jumpsuit, thermoblade, sawed off shotgun



and 3d6 shells, mechanical tool kit, electrical tool kit, palmtop computer, plasma welder

Ecology
Environment any urban
Organization variable
Treasure standard (including gear)

SPECIAL ABILITIES

Do the Impossible, Get Paid For It (SP)
The Space Trucker isn't consciously aware he's got anything approaching a power, no matter how minor. Once per day, if sufficiently bribed (offered payment goods or services at least equal to his daily wage), he may use Crafter's Fortune as a spell-like ability.

Full Shares (EX)
The surly Space Trucker is a veteran negotiator. He gets a +5 competence bonus on Bluff checks made to negotiate a higher wage or payment, as well as Profession (spacer) checks made to earn a living.

Spacer Bullshit (EX)
The Space Trucker automatically succeeds on Bluff checks made to pass secret messages to other Space Truckers or Free Spacer characters.

NATURE

Space isn't an adventure for this blue-collar, continually aggrieved and space-weary SOB. It's a fucking job, and the Space Trucker expects to get paid for doing his fuckin' job. He does what he signed the contract for; anything outside that contract is gonna be a separate negotiation, and he wants full shares of anything sweet they find.

You'll find Space Truckers lurking in the bowels of starship engine rooms across the galaxy, or loading and unloading cargo on every station you dock with. Dealing with 'em usually takes longer, costs more and is far more of a pain in the ass than you initially expected.

WRENCH BRAWLER – CR 3

Medium LN or NE Humanoid (lifespawn) Expert 3/ Combatant 3
XP 800
Init +0 **Senses** Darkvision 120 ft, low light vision, Lifesense 1 mile, Perception +1
Languages English, either Spanish or Portuguese, Stonecutter, Shipper Patois

Defense
AC 14 **Touch** 10 **Flatfooted** 14 (+4 natural)
HP 3d8 +3d10 +12 hp (42 HP)
Damage Reduction 2/adamantine
FORT +6 **REF** +4 **WILL** +5
Defensive Abilities Evasion
Immune suffocation, radiation, vacuum (No Breath)
Weaknesses Lifecount 1

Offense
Spd 40 ft Climb 25 ft (ferrous surfaces only)
Melee +8 slam (1d8+3 bludgeoning plus 1d6 fire, 20/x2)
Ranged +5 sawed-off shotgun (2d8 ballistic, 20/x2, 10 ft range increment, single shot)
Combatant Techniques Arrogant Style, Copper Body
Special Qualities No Breath

Statistics
Str 16 **Dex** 11 **Con** 14 **Int** 14 **Wis** 12 **Cha** 9
Base Atk +5 **CMB** +5 **CMD** 15
Feats Extra Combatant Technique, Intimidating Prowess, Power Attack, Skill Focus (craft: mechanical), Zero G Training^B
Skills Craft (mechanical) +12, Craft (structural) +9 Computer Use +7, Fly +6, Intimidate +11, Knowledge (local, technology) both at +9, Profession (orbital engineer) +7
Gear sawed-off shotgun and 6x spare shells, mwk. electronic and mechanical tool kit, specialized sensor (mecha-comp), palmtop computer

Ecology
Environment any urban or deep space
Organization as variable as baseline humanity, usually found in 4-6 person working crews
Treasure standard (including gear)

SPECIAL ABILITIES

Arrogant Style (EX)
The Wrench Brawler can taunt an opponent using Intimidate as a move equivalent action.

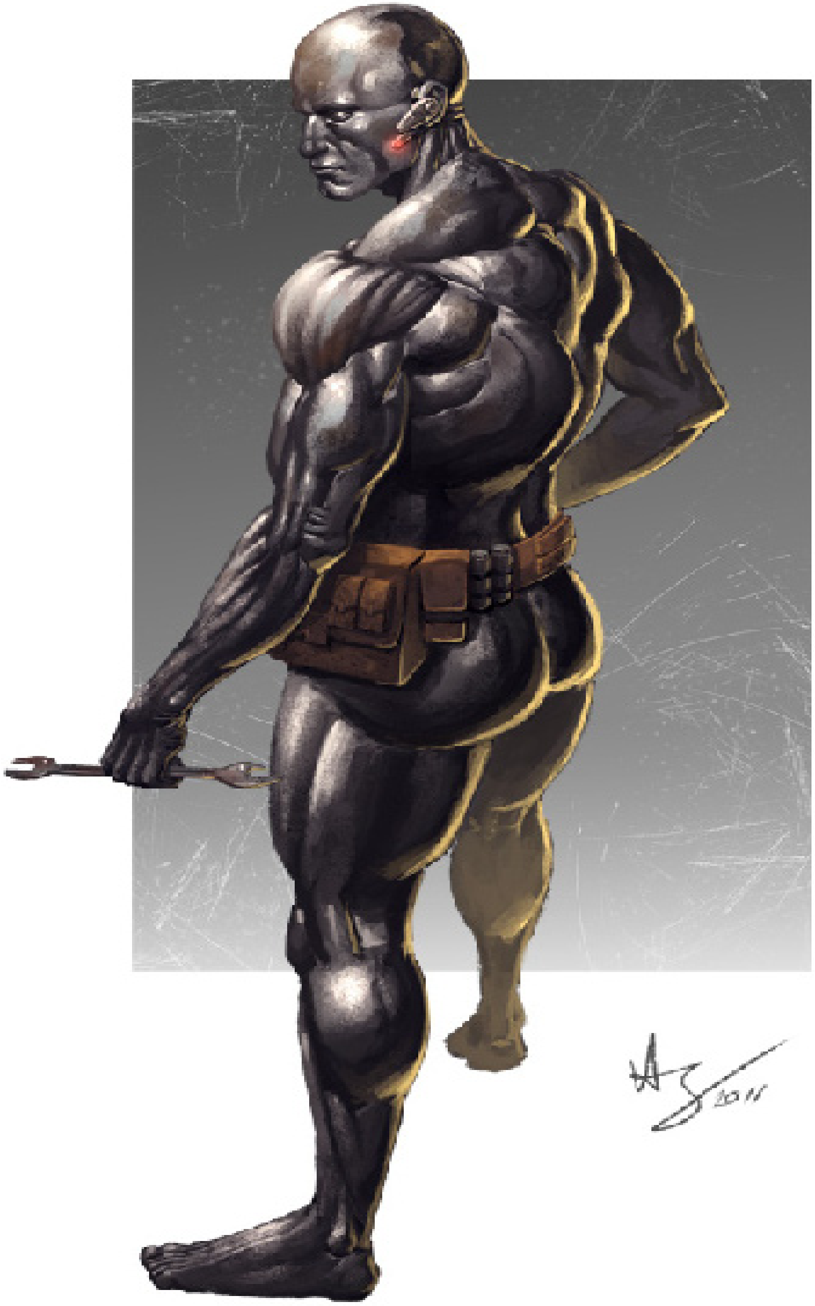
Hatred (EX)
The Wrench Brawler gains a +1 morale bonus on attack and damage rolls against Human opponents, due to special training against these hated foes.

Hyperspace Adaptation (EX)
The Wrench Brawler is specifically bred to thrive aboard vessels traveling through hyperspace. While in hyperspace, the Wrench Brawler receives a +2 racial bonus on INT keyed skill checks and REF Saves.

Space Adaptations (EX)
Several adaptations have made the Wrench an ideal spacer. An organ in the hands functions identically to a ***plasma welder*** tool, and the Wrench can magnetize his feet to cling securely to any metallic surface even in zero gravity conditions, functioning identically to ***mag-boots***.

NATURE

The space-adapted Wrench comprise substantial minority of the Lifer-flagged space colony, S***olomon Station's*** population. Adapted to thrive in deep space and survive hard vacuum, most Wrench work in the aerospace and space mining industries. Some of the largest gas-mining operations aboard Solomon are Wrench-owned and staffed exclusively by Wrench. Racial tensions aboard Solomon make local politics dicey and plenty of spacers and violence between the two species is a lot more common than station government would like to admit.



The Wrench Brawler is an extremely competent, EVA-rated engineer who's just as comfortable throwing fists as he is using a welding torch. Like many young Wrench, the Brawler goes proudly nude except for a toolbelt or carry-all to haul his gear, disdaining spacesuits and ordinary clothing as relics of human weakness. The Brawler doesn't really like baseline *sapiens* much – they eventually got around to genetically engineering the first Wrench, so they've pretty much served their evolutionary purpose, right?

FUTURISTIC ADVENTURERS

These characters are a representative sample of adventurers, treasure-hunters, xeno-salvagers and deep space explorers from a variety of races. These guys tend to be tougher, better armed and more dedicated than ordinary spacers. If you start trading blaster bolts with them, you're in for a fight.

ADORABLE AVENGER CR 2

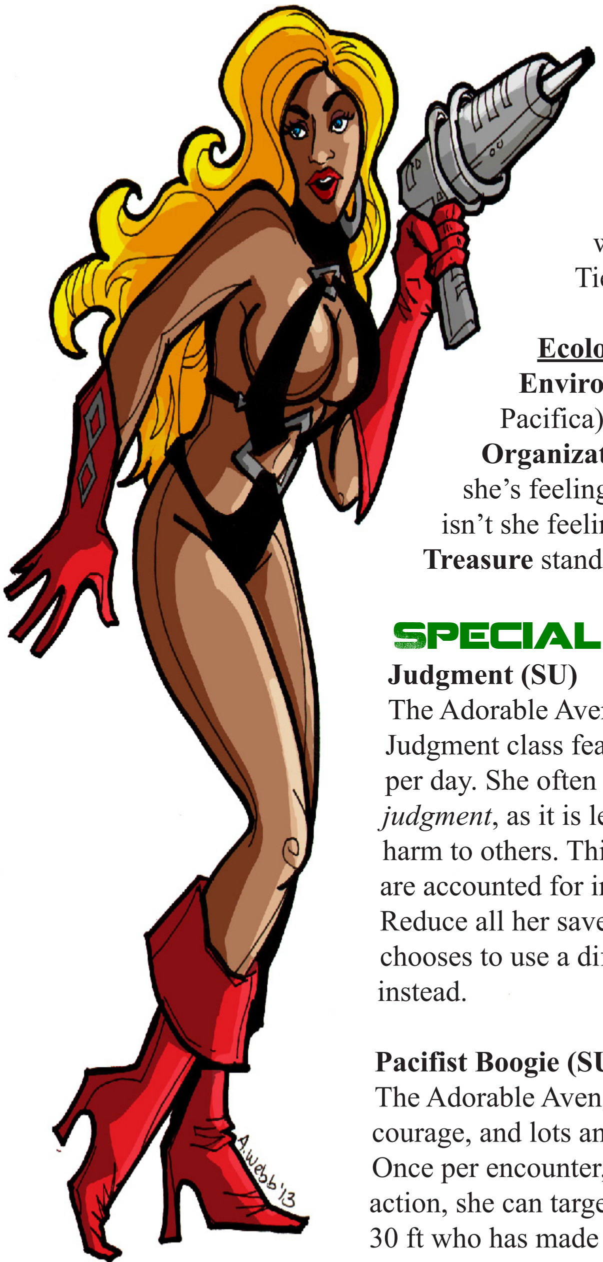
Medium NG Humanoid (human, Pacifician, psionic) Inquisitor 3
XP 600
Init +4 **Senses** detect alignment, Perception +9
Languages English, Galactic Common, Pacifician

Defense
AC 13 **Touch** 11 **Flatfooted** 12 (+1 DEX, +2 armor)
HP 3d8 hp (17 HP)
FORT +4 **REF** +3 **WILL** +7
Immune non-magical disease
Resist Force 5 (armor)

Offense
Spd 30 ft
Melee +2 unarmed strike (1d4 non-lethal, 20/x2)
Ranged +3 XCSS pistol (3d8 non-lethal pleasure, 20/x2, 25 ft range increment, full auto, 15 cell)
Special Attacks Pacifist Boogie
Special Qualities Judgment, Pacifist Warrior

Spellcasting (CL 3rd Concentration +6)
First (four slots) – cure light wounds, disguise self
Zero – create water, detect magic, guidance, stabilize
Spell-Like Abilities (CL 3rd Concentration +6)
At Will – detect chaos, detect evil, detect good, detect law

Statistics
Str 11 **Dex** 13 **Con** 10 **Int** 12 **Wis** 17 **Cha** 20
Base Atk +2 **CMB** +2 (+4 disarm) **CMD** 13
Feats Dodge, Gifts of Ecstasy^{B}, Improved Disarm
Teamwork Feats Back to Back, Duck and Cover
Skills Bluff +11*, Craft (visual art) +7, Diplomacy +11*, Intimidate +6, Knowledge (dungeoneering, the planes) both at +7, Perception +9, Survival +10 (* +2 bonus on sexually oriented Bluff/Diplomacy checks)
Gear Medium Personal Aura, XCSS Pistol, potion of cure light wounds, unarmed Tier-I light starship



Ecology
Environment any (native to Pacifica)
Organization solo, unless she's feeling amorous (and when isn't she feeling amorous?)
Treasure standard (including gear)

SPECIAL ABILITIES

Judgment (SU)
The Adorable Avenger has the Judgment class feature, usable one time per day. She often selects the *purity judgment*, as it is least likely to cause harm to others. This judgment's effects are accounted for in the statblock above. Reduce all her save bonuses by 1 if she chooses to use a different judgment instead.

Pacifist Boogie (SU)
The Adorable Avenger gets by on love, courage, and lots and lots of dumb luck. Once per encounter, as an immediate action, she can target a creature within 30 ft who has made a successful attack roll against her with her random, quirky luck. The opponent suffers 2d6 points of non-lethal bludgeoning or non-lethal energy damage from some environmental source, however unlikely. This damage manifests as some kind of fortuitous accident, such as something falling on the target, the target bashing their head against the bulkhead, a nearby console exploding and zapping the target, and so on.

The target must succeed at a FORT Save (DC 10 + the damage inflicted). If the target fails this save, the attack roll against the Pacifican Adorable Avenger that provoked the use of this ability is negated; this attack is lost, and the damaged creature takes no action.

Pacifist Warrior (SU)
The Adorable Avenger is trained in the best non-lethal fighting arts that Pacifica has to offer. By default she

inflicts non-lethal damage with all her attacks, including weapon attacks. If an attack would inflict energy damage, such as her Pleasure blaster, it instead inflicts non-lethal energy damage of the same type instead. She never suffers an attack roll penalty to inflict non-lethal damage.

If the Adorable Avenger wishes to inflict lethal damage with any attack, she suffers a -4 penalty on the attack roll to do so.

Pacifician Wardrobe (SU)
The nanotech that makes the Adorable Avenger so cute, so healthy and so damn hard to kill means she looks fabulous wherever she goes. She can change the appearance of any clothing or armor she wears as a full round action without changing its gameplay statistics. Any clothing she wears is considered a *noble's outfit.*

Solo Tactics (EX)
All of the Adorable Avenger's allies are treated as if they possessed the same teamwork feats as she does for the purpose of determining whether the Adorable Avenger receives a bonus from her teamwork feats. Her allies do not receive any bonuses from these feats, unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listied in the teamwork feat for the Adorable Avenger to receive the bonus.

XCSS Pistol (EX)
The Adorable Avenger's XCSS Pistol is programmed to discharge massive, mind-blasting Pleasure pulses. Re-roll any damage dice that come up 1 on successful attacks with this weapon.

NATURE

Adorable Avengers are among the greatest heroes of the Pacifican race. These bold adventurers leave their utopian home world to travel the wider galaxy to bring love, justice and mercy to those in need. They are equipped with every advantage Pacifica has to give them, from ultra-advanced non-lethal martial arts training, to cutting edge *pleasure* weaponty and the single seater, shag-carpeted love-shack/starship they are issued to carry them into glory!

Adorable Avengers tend to be equal parts dynamic and ditzy. Raised in paradise, they have no idea how dangerous or dirty the galaxy really is, and will charge into conflicts that a sane spacer would run from. They're unquestionably heroic, noble and self-sacrificing, but tend to solve problems by loving them away when other tactics would be better choices. They are also annoyingly chipper, even in the worst scenarios.

ADVENTURER, EROBOT – CR 7

Medium CN, N or NG Monstrous Humanoid (Erobot)
Ranger 8
XP 3,200
Init +3 **Senses** lowlight vision, perceive unencrypted wifi/radio/television signals, Perception +15
Languages Galactic Common, Proximite, Tal-Anon

Defense
AC 16 **Touch** 15 **Flatfooted** 12 (+3 DEX, +1 dodge, +1 armor, +1 deflection)
HP 8d10 hp (49 HP)
FORT +6 **REF** +9 **WILL** +4
Immune Suffocation, Radiation, Vacuum (spacesuit)

Offense
Spd 30 ft Flight 90 ft (good)
Melee +9/+4 arc dagger (1d6+1 electrical, 20/x2)
Ranged +12/+7 argon laser pistol (2d6 force, 20/x2, 30 ft range increment, semi auto, 15 cell)
Favored Enemies Constructs +4, Magical Beasts +2
Favored Terrains Sky (unique- applies when in flight at least 50 ft above ground) +4, Urban +2
Special Qualities Artificial Metabolism, Bi-Gendered, Hunter's Bond, Swift Tracker, Track, Wild Empathy, Woodland Stride
Spellcasting (CL 5th Concentration +7)
Second –cure light wounds, wind wall
First – longstrider, speak with animals

Statistics
Str 13 **Dex** 17 **Con** 11 **Int** 13 **Wis** 15 **Cha** 17
Base Atk +8 **CMB** +9 **CMD** 22
Feats Dodge, Endurance, Guide Improved Precise Shot, Point Blank Shot, Precise Shot
Skills Climb +12, Fly +14, Knowledge (dungeoneering, nature) both at +12, Perception +14, Stealth +15, Survival +16
Gear action wear, ring of protection +1, arc dagger, argon laser pistol and 4x spare cells, camping disk

Ecology
Environment anywhere the sky is clear
Organization solitary by choice
Treasure standard (including gear)

SPECIAL ABILITIES

Hot Swappable Skill Configuration (EX)
With minimal effort, the Erobot Adventurer can swap out hir racial bonus feat and racial skill for another standard Erobot feat. The listed skills and feats are simply the Erobot Adventurer's favored choice.

ANIMAL COMPANION STATISTICS

The Erobot Adventurer has formed a hunter's bond with a swift, aerodynamic xeno-falcon that loves the sky almost as much as its master does. This strange, sleek bird has glistening cobalt and violet feathers and intense silver eyes, the same hue as its master's hair.

Hit Dice 5d8 + 5 hp (28 HP)
Senses lowlight vision **Initiative** +7
Size Small **Speed** 10 ft Flight 80 ft (average)
AC 19 (+1 size, +3 DEX, +5 natural armor)
Senses Darkvision 60 ft, Perception +4
Saves FORT +6 REF +8 WILL +4
Attacks two +7 talons (1d4+1 slashing, 20/x2) plus +7 bite (1d4+1 slashing, 20/x2)
Ability Scores STR 10 DEX 16 CON 12 INT 2 WIS 14 CHA 6
Skills Fly +11, Perception +9
Feats Improved Initiative, Hover, Weapon Finesse
Special Qualities Evasion, Link, Share Spells

NATURE

The Erobot Adventurer is all about one thing: the freedom of the open sky. Their first master was a Tal-Anon prince, and he taught them about everything he knew about the clouds. When the Erobot Adventurer gained their freedom, they had a personal flight module and avionic headware installed. They might lack the impressive wings of a trueborn Tal-Anon, but a collapsible jet pack (stowed in their lumbar spine when not in use) suffices.

The Erobot Adventurer is a wide ranging wanderer. They sometime earns extra money as a nature correspondent for Outlaw Sex Station 09, or might hire on as a guide for an adventurous party of rookie fliers. They also act as a self-appointed protector and robot fighter. The Erobot Adventurer figures its their duty to take out the many strains of rogue robot that plague the galaxy.

MALE CONFIG ABILITY ADJUSTMENTS

The Erobot Adventurer shifts smoothly between genders, spending roughly equal amounts of time in both.
Initiative +2
Armor Class 15 (+2 DEX, +1 dodge, +1 armor, +1 deflection)
CMB +10 CMD 22
Melee +9/+4 arc dagger (1d6+2 electrical, 20/x2)
Ranged +11/+6 argon laser pistol (2d6 force, 20/x2, 30 ft range increment, semi auto, 15 cell)

ADVENTURER, PROXIMITE – CR 2

Medium N Humanoid (Proximite, Psychic) Alchemist 2, Fighter 1
XP 600
Init +1 **Senses** Electro-Sense 100 ft, Perception +1
Languages Dwarven, Galactic Common, Proximite, Star Droid

Defense
AC 13 **Touch** 12 **Flatfooted** 12 (+1 size, +1 DEX, +1 armor)
HP 2d8+1d10 hp (18 HP)
FORT +5 REF +4 **WILL** +0
Defensive Abilities Poison Resistance +2
Weaknesses Cybernetic Security Risk -2

Offense
Spd 20 ft
Melee +1 spanner (1d4-1 bludgeoning, 20/x2)
Ranged +4 bomb (1d6+5 acid electrical or fire, 20/x2, splash, 20 ft range increment, REF DC 16 half)
Bomb useable 9x/day, 1d6+5 acid, electrical or fire damage, REF DC 16 half
Special Qualities Alchemy, Discoveries: Acid Bomb, Shock Bomb, Poison Use, Techno Skill Focus: Repair
Extracts (CL 2nd Concentration +7)
First – Bacta Bolt*, Bomber's Eye, Crafter's Fortune, Comfortable Act*
Psionics (2 power point reserve, no powers known, can expend psionic focus)

Statistics
Str 9 **Dex** 13 **Con** 11 **Int** 20 **Wis** 11 **Cha** 12
Base Atk +2 **CMB** +0 **CMD** 11
Feats Brew Potion, Extra Bombs, Extra Discoveries, Gear Head, Throw Anything, Weapon Focus (bomb) Wild Talent
Skills Craft (alchemy/chemical) +11, Craft (mechanical) +15, Computer Use +17, Demolitions +11, Knowledge (local, physics, technology) all at +8, Knowledge (nature) +11, Pilot +5, Use Magic Device +7
Gear telemechanical repair kit, multi-scanner (chemi-comp, demo-comp, electro-comp), 2x potions of cure light wounds, 1x potion of fox's cunning, spacer's jumpsuit
Cybernetics
Headware – Onboard Computer +2, Technical Database, Initiative Implant, Attack Barrier
Bodyware – Cybernetic Power Supply

Ecology
Environment any urban
Organization variable (usually solitary or mated pair among a mostly human/Shipper crew)
Treasure standard (including gear)

SPECIAL ABILITIES

Electro-Sense (EX)
Proximites have a natural homing instinct that allows them to home-in on metal and electronic power sources. As a full round action, the Proximite can sense the direction and distance to any creature or object wearing, carrying or made out of more than 10 lbs of ferrous metal, or to any electrical power supply of greater intensity than a standard battery, such as a laser pistol's power cell, a droid's onboard energy matrix, or a starship's reactor.

This ability has an effective radius of 100 ft. It can be blocked by 3 ft of loosely packed earth or sand, a 1 ft stone, metal or plastic wall, or a thin sheet of lead or non-ferrous metal.

Techno Skill Focus (EX)
All Proximites specialize in a single technical skill, which becomes their signature area of expertise. Select any one of the following skills: Craft (any), Disable Device, Demolitions, Drive, Knowledge (technology), Pilot, or Repair. This particular Proximite Adventurer has chosen Craft (mechanical) as her specialized skill.

The Proximite may use the skill in a new way: she may always choose to take 10, or take 20 when using that skill. This chosen skill is always a class skill for the Proximite.

In addition the Proximite may 'take-X' on the skill check, where X is a number between 10 and 20. For example, if the Proximite knew she could succeed on a repair check by rolling a 14 or higher, she could "take 14". The skill check would than take fourteen times as long as performing the skill ordinarily.

NATURE

The Proximites are a race of small, keen-witted technopaths hailing from the Proxima Centuari system. Proximite techs serve proudly on every Command and Free Spacer starship and space station, maintaining and upgrading the advanced systems. Proximites claim that they're born with a spanner wrench in one hand and a laser in the other, and they're good enough technicians that the other species of the galaxy tend to believe it.

This specific Proximite is a chemical genius- able to whip up potent explosives with just a few seconds effort. She likes making things go boom, and is only a half assed mechanic. As chief engineer, the gnome-like little cyborg tends to miss a few things, and is more interested in the Glow she's got stashed way for after the shift than rules, checklists and safety regulations. However, a half-assed Proximite mechanic is still better than a fully-assed human one, so she's still got a job, for as long as she wants it. Her real passion though, remains demolitions. A good pyrotechnic display gets her randy, as her shipmates know real well.

ADVENTURER, TESTORITE – CR 6

Large CG Humanoid (Human, Testorite) Smart 1, Barbarian 6
XP 2,400
Init +1 **Senses** Perception -1
Languages Celestial, Elven, English, French, Galactic Common, Infernal, Proximite, Shipper Patois, at least 5 others as appropriate to the campaign!

Defense
AC 14 **Touch** 10
Flatfooted 13 (-1 size, +1 DEX, +2 natural, +2 armor)
HP 1d6 + 6d12 + 27 hp (72 HP)
FORT +8 **REF** +3 **WILL** +2
Immune environmental heat and cold, radiation, vacuum
Resist Force 5

Offense
Spd 50 ft
Melee +11/+6 greatsword (2d6+6 slashing, 19-20/x2)
Rage 17 rounds/day (renewed vigor, quick reflexes)
Special Qualities Improved Uncanny Dodge, Trapsense +2

Statistics
Str 21 **Dex** 13 **Con** 16
Int 16 **Wis** 9 **Cha** 11
Base Atk +6 **CMB** +12
CMD 23
Feats Combat Expertise, Improved Feint, Smart Plus
Smart Hero Talents Exploit Weakness, Linguist, Trick
Skills Acrobatics +13, Climb +17, Computer Use +15, Knowledge (history, technology) both +15, Linguistics +15, Ride +12 Survival +12, Swim +17
Gear *3x potions of Fox' Cunning,* palmtop computer, Personal Aura (medium), *+1 greatsword*

Ecology
Environment anywhere that seems interesting (particularly if pretty xenos are involved)
Organization usually solitary
Treasure standard (travels light, usually keeps his gear in his berth aboard ship or station)

SPECIAL ABILITIES

Big Hero (SU)
Once per day, when acting heroically by defending innocents or fighting to protect his allies, the Testorite Adventurer may activate Big Hero as a swift action. The Testorite Adventurer rolls 1d4 and adds the result as a luck bonus on all attack rolls, skill checks and saving throws

for one round per two character levels. The Testorite is *exhausted* for 1 minute after this ability terminates.

If the odds against the Testorite are especially high (such as fighting a creature with a CR 5+ levels greater than his own, or taking on an army), or if the Testorite is acting contrary to his own interests (fighting when it would be smarter to run, or fighting without expectation of reward), the Testorite rolls 1d6 instead.

Exploit Weakness (EX)
After one round of combat, the Testorite Adventurer may designate one opponent to find ways to succeed by using brains over brawn. The Testorite Adventurer uses a move action and makes an DC 15 INT check, with a +1 bonus. If the check succeeds, the Testorite may use his INT modifier in place of either his STR or DEX modifiers on attack rolls against the target.

Linguist (EX)
When the Testorite Adventurer encounters an unfamiliar language, he may attempt a Linguistics check with a +4 bonus. The DC of this check varies between DC 15 and DC 25 due to the uniqueness of the language. If the check is successful, the Testorite Adventurer gains a rudimentary understaning of the language, but does not gain perfect familiarity with the language.

Rage (EX)
The Testorite Adventurer can rage for up to 17 rounds per day.

While raging the Testorite Adventurer gains a +4 morale bonus to STR and CON as well as a +2 morale bonus to WILL Saves. He takes a -2 penalty to Armor Class. He receives 2 HP per Hit Dice (18 hp), but these disappear when the rage ends and are not lost first like temporary HP. The Testorite Adventurer cannot use any CHA, DEX or INT based skill checks, except for Acrobatics, Fly, Intimidate and Ride, nor any ability that requires patience or concentration.

The Testorite Adventurer can end his rage as a free action and is fatigued after raging for two rounds per round spend in the rage. He cannot enter a new rage while fatigued or exhausted. If he falls unconscious, his rage immediately ends, placing him in peril of death.

While raging, the Testorite Adventurer has access to the following special powers.

Renewed Vigor (EX)*:* The Testorite Adventurer can heal 2d8+3 HP as a standard action. This power can only be used once per day, and only while raging.

Quick Reflexes (EX): The Testorite Adventurer can make one additional attack of opportunity while raging.

CHANGES TO THE TESTORITE'S STAT-BLOCK WHILE RAGING

AC 12 **Touch** 8 **Flatfooted** 11 (+2 armor, +2 natural,-1 size, +1 DEX, -2 rage effects)
HP 1d6 + 6d12 + 45 hp (90 HP)
FORT +10 **REF** +3 **WILL** +4
Melee +13/+8 greatsword (2d6+8 slashing, 19-20/x2)
CMB +14 **CMD** 25
Skills Climb +19, Swim +19

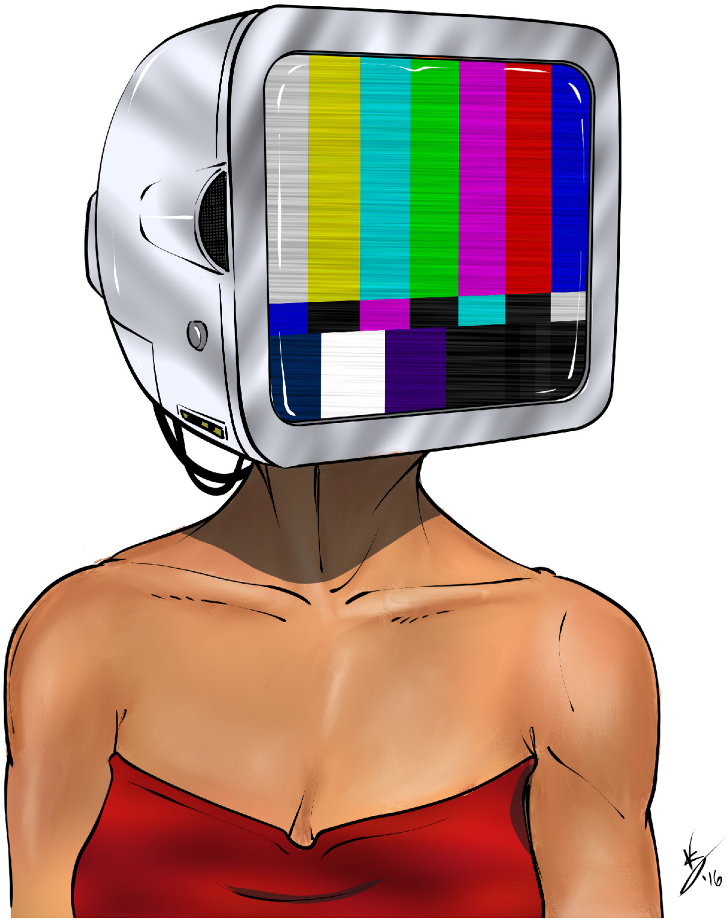
Trick (EX)
The Testorite Adventurer can use his brains to confuse and stupefy a target, who must have INT 3+ to be affected by this ability. As a full round action, the Testorite may perform a Trick. Doing so requires a successful DC 15 INT Check with a +1 bonus. The target may resist with a DC 14 REF Save; if this save fails, the target of the trick is *dazed* for one round. The Testorite Adventurer may not target the same creature with a Trick more than once per encounter.

NATURE

Up until last summer, when his mind got sucked into the far future and he grew a superheroic new body for himself, the Testorite Adventurer was a normal, good-hearted and geeky Midwestern kid. Even though these days he tops eight feet tall, and weighs more than the Geo Metro his mom used to drive, this young Testorite Adventurer still thinks of himself as the clever, Straight A student he used to be. He's a little unsure of himself, and more than a little afraid of his newfound strength and capacity for violence. Unlike many Barbarians, he enters rage cautiously and with agonizing forethought and deliberation.

His normal strength, speed and xenosteel broadsword suffice in most fights, and in the average shipyard brawl, he'll use his wits to humiliate and disarm his opponents. He prefers breaking arms and busting heads to slicing them off. But if you threaten somebody he loves, or even worse, threaten or bully an innocent within the reach of his arm…. the rage comes out.

The Testorite Adventurer learns fast but usually acts faster. He's got a habit of jumping into a situation on impulse and acting without thinking. He trusts his instincts, which is good, because even though he hides it well, the Testorite Adventurer really doesn't get the future. Everything is new and exotic, and every day is a new adventure.



ADVENTURER, TV HEAD – CR 5

Medium LE or LN Monstrous Humanoid (human, robot)
Rogue 2, Aristocrat 6
XP 1,600
Init +3 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, sensors equal to Advanced Long Range sensors, built-in *ansible* communications, Perception +11
Languages Binary, Galactic Common, Imperial

Defense
AC 19 **Touch** 14 **Flatfooted** 15 (+3 DEX, +1 dodge, +5 armor)
HP 8d8 hp (36 HP)
FORT +2 **REF** +8 **WILL** +5
Defensive Abilities Evasion
Immune suffocation, radiation, vacuum (spacesuit)
Weaknesses Cybernetic Security Risk -1

Offense
Spd 30 ft
Melee +9 fractal cutter (3d4+1 slashing, 19-20/x2)
Ranged +8 high uv laser pistol (2d8+1 fire, 20/x3, 30 ft range increment, single shot, 15 cell)
Special Qualities No Breath (spacesuit)
Spell-Like Abilities (CL 8th Concentration +10)
At Will – ghost sound, light, silent image (W-DC 12 where applicable)

Statistics
Str 11 **Dex** 17 **Con** 10 **Int** 14 **Wis** 11 **Cha** 12
Base Atk +5 **CMB** +5 **CMD** 18
Feats Combat Expertise, Dodge, Weapon Finesse
Skills Acrobatics +14, Bluff +12, Computer Use +17, Perception +11, Sense Motive +11
Gear masterwork high UV laser pistol, masterwork fractal cutter, advanced space suit
Cybernetics
Headware – Onboard Computer
ECCM – privacy field generator

Ecology
Environment any
Organization often found in pairs, sometimes commanding ICG or Corporation Command military units as a junior officer
Treasure double standard (including gear)

SPECIAL ABILITIES

Masterwork Defense (EX)
Good weapons are predictable- it's the crappy, homebuilt ones that will surprise. The TV Head Adventurer has trained with masterwork quality weapons, both blade and bullet, so extensively he's developed the subconscious ability to predict their caprices in battle. Weapons with the *masterwork* quality do not receive a bonus to attack or damage rolls against the TV Head Adventurer. This ability does not function against +1 or greater magical weapons.

Trap Spotter (EX)
Whenever the TV Head Adventurer merely comes within 10 ft of a trap, he receives an immediate Perception check to notice the trap, even if not actively searching.

NATURE

The TV Head Adventurer is a wealthy dilettante that depends on top-quality gear above any deep expertise in battle. TV Head Adventurers are academy trained young military officers who've memorized every significant battle of the last two centuries but have only seen something less than 75 minutes of actual combat in their entire careers. They are resplendent in a shined and polished military uniform, and carry an ultra-tech officer's saber and sidearm, their computer-like cranial screens glowing with military propaganda an endless loop. TV Head Adventurers are often found as junior officers in various police and military units throughout Corporation Command territory.

ANTHRO SYBARITE
CR 2

Medium CG or N Humanoid (Anthro) Bard 3
XP 600
Init +2 **Senses** Lowlight vision, scent, Perception +3
Languages Fursong, Galactic Common, Shipper Patois

Defense
AC 14 **Touch** 12 **Flatfooted** 12
(+2 DEX, +2 armor)
HP 3d8 +3 hp (17 HP)
FORT +2 **REF** +5 **WILL** +5

Offense
Spd 30 ft
Melee two +3 claws (1d4+2 slashing, 20/x2 plus ongoing Bleed 1)
Ranged +4 Beretta 9mm pistol (2d6 ballistic, 20/x2, 30 ft range increment, 30 ft, 20 box) OR
Ranged +10 Perform silver microphone (1d8 sonic, 20/x2, 40 ft range increment, single shot)
Bardic Performance (15 rounds/day, countersong, distraction, fascinate, inspire courage +1, inspire competence +2)
Special Qualities Versatile, Well Versed
Spellcasting (CL 3rd Concentration +7)
***First* (four slots)** – charm person (W-DC 15), hypnotism (W-DC 15)
Zero – hip speak, light, lust glimmer, summon instrument

Statistics
Str 14 **Dex** 15 **Con** 13 **Int** 13 **Wis** 14 **Cha** 19
Base Atk +2 **CMB** +3 **CMD** 15
Feats Extra Performance, Gifts of Ecstasy, Spacer Lore, In Utero Optimization
Skills Bluff +10, Diplomacy +8, Knowledge (local, technology) both at +7, Perform (sing) +10, Perform (sexual) +11, Perception +3, Sleight of Hand +6
Gear Beretta 9mm pistol, Silver Microphone, leather armor, guitar, smart phone

Ecology
Environment any
Organization often found in bands/cliques of 3-6, or associating with other spacers
Treasure standard (including gear)

SPECIAL ABILITIES

Damn Tough (EX)
The Antho Sybarite is tough and healthy. He automatically stabilizes at 0 HP, and treats permanent ability score drain as temporary ability score damage instead.

Sexual Insight (EX)
Anthro Sybarites are as good of performers as they are lovers. They receive a +2 insight bonus on Perform checks if a current or former lover is in the audience.

NATURE

Anthro Sybarites are feral, handsome Anthro adventurers – these college-aged males are usually have a powerful mammalian heritage, typically a big cat or canid breed. Like all freeborn Anthros, they are carnal, technically adept and streetwise. Anthro Sybarites are typically pan-sexual, and most worship the Mates, though some follow the Mutt. They are products of wealth and privilege, engineered in utero for superior health, intelligence and charm. They take full advantage of their innate gifts.

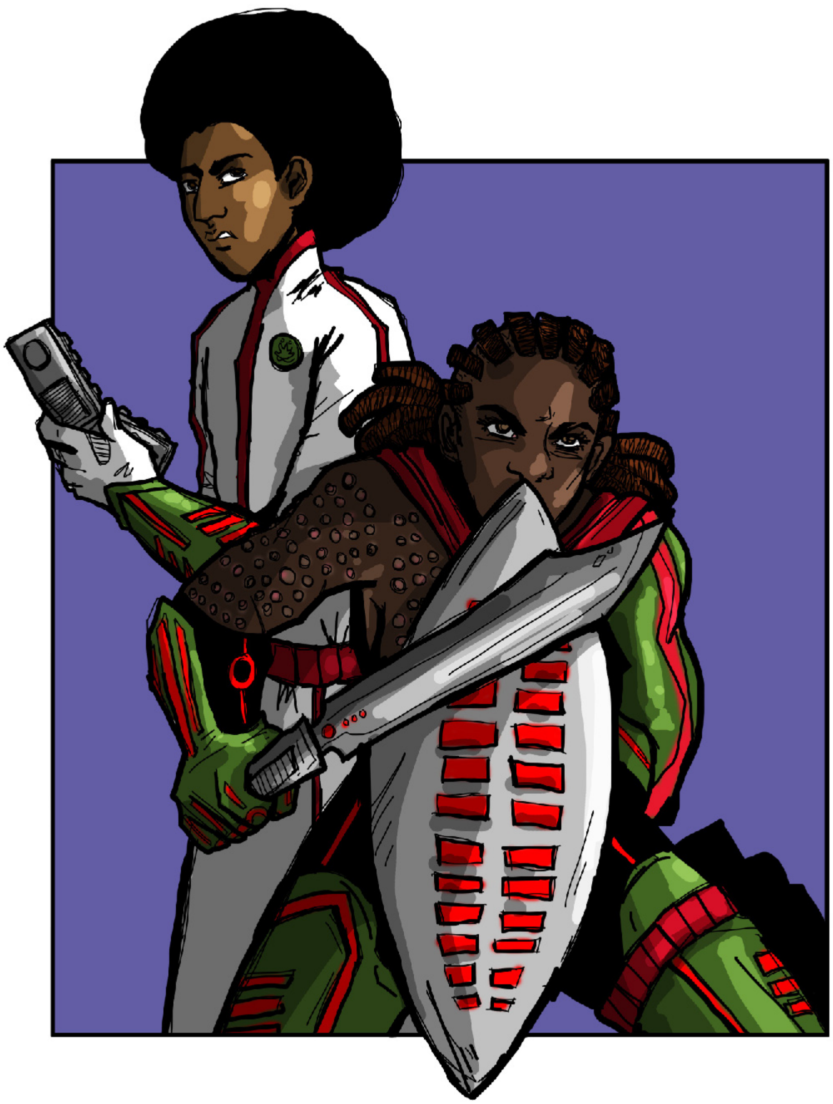
GUARDIAN, AFRO-FUTURIST – CR 7

Medium NG Humanoid (human, psionic) Psychic Warrior 8
XP 3,200
Init +1 **Senses** Lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +15
Languages Xhosa, 1-2 other Earth languages, Galactic Common

Defense
AC 19 **Touch** 17 **Flatfooted** 16
(+1 DEX, +4 deflection, +2 armor, +2 shield)
HP 8d8 +28 hp (64 HP)
FORT +9 **REF** +3 (+4 vs energy-based hazards)
WILL +5
Resist all Energy 1
Immune Slashing damage, suffocation, radiation, vacuum (space suit)
Weaknesses Cybernetic Security Risk -0

Offense
Spd 30 ft
Melee +11 short sword (1d6+4 slashing, 19-20/x2)
Special Attacks Martial Power, Path Powers *(call weaponry, inertial armor)*
Special Qualities No Breath (space suit)
Psionics (ML 8th Concentration +15)
Third **–** dimension slip, expose weakness (F-DC 16)
Second **–** body adjustment, prowess, shocking strike, sidestep
First **–** call weaponry, force screen, inertial armor (figured into stat-block above), offensive precognition
Talents **–** conceal thoughts, detect psionics
Power Point Reserve 34

Statistics
Str 16 **Dex** 13 **Con** 17 **Int** 13 **Wis** 17 **Cha** 13
Base Atk +6 **CMB** +9 **CMD** 20
Feats Coordinated Defense, Combat Manifestation, In Utero Optimization, Mind Over Body, Psionic Body, Psionic Talent, Skill Focus (craft: cybernetics), Swap Places, Weapon Focus (short sword)
Skills Autohypnosis +15, Craft (cybernetics) +15 (+17 to repair or heal cyborgs), Diplomacy +13, Heal +12, Knowledge (history) +6, Knowledge (technology) +7, Perception + 15
Gear *+1 shortsword, +1 light steel shield, +1 action wear, +1 light steel shield,* 2x potions of *cure light wounds*



Anthro Sybarites are competent performers, usually preferring soulful funk or melancholy emo-rock to heavy metal. Bold young Anthros like this are a common sight at ports of call around the galaxy, especially Anthro-flagged ships and station. Many call the Anthro-owned wayport, ***Shiner,*** home.

(Quick Modifications: If you want to build a powerful Anthro Sybarite from a herbivore heritage, substitute hoofed slams for claw attacks, switch the damage type to bludgeoning, and increase the Anthro Sybarite's STR score by +4.)

Cybernetics
Headware – Onboard Computer, Advanced Optics, Lowlight Optics, Attack Barrier +3
Bodyware – Dermal Weave, Shapememory Onboard Tool, Stabilizer

Ecology
Environment any (native to the African Futurist station, Mediacoake)
Organization pair or small military units of 8 with a more advanced leader
Treasure standard (including gear)

SPECIAL ABILITIES

High Guard (EX)
The Afro-Futurist is an expert swordswoman and has learned defenses based around the blade. While taking the Total Defense action while wielding any slashing weapon, she receives an additional +1 trait bonus to Armor Class.

Guardian Maneuver (EX)
The Afro-Futurist Guardian can expend psionic focus to make a melee attack against up to three creatures adjacent to her.

Stabilizer Implant (EX)
The Afro-Futurist Guardian automatically stabilizes when reduced to 0 HP or fewer.

NATURE

The Afro-Futurist Guardian is a trained, professional soldier who protects the African-controlled Medicoake Station. Legions of these stoic and disciplined warrior women protect the station's physicians and their patients from any threat, from rampaging Lifespawn monstrosities to intolerant ICG Inquisitors to star pirates out to raid the station's supplies of drugs and cyber-systems. In addition to their role as frontline warriors and station security, each is a well-trained cyber-medic, more than capable of serving either as an EMT or surgical assistant.

All of Mediacoake's guardians are strong, fit Afro-Futurist women, cloned from legendary warrior women of centuries past and genetically optimized for battle. They are equipped in excellent light body armor in Pan-African livery, shields that only look traditional, and well-honed sabers. As they fight exclusively aboard an enclosed station, none of these warriors carry firearms or energy weapons, and they are somewhat lacking in marksmanship ability. Aboard a station, fighting needs to be close-up, sword-to-sword, rather than risking a hull breach.

GUARDIAN, LEATHER – CR 8

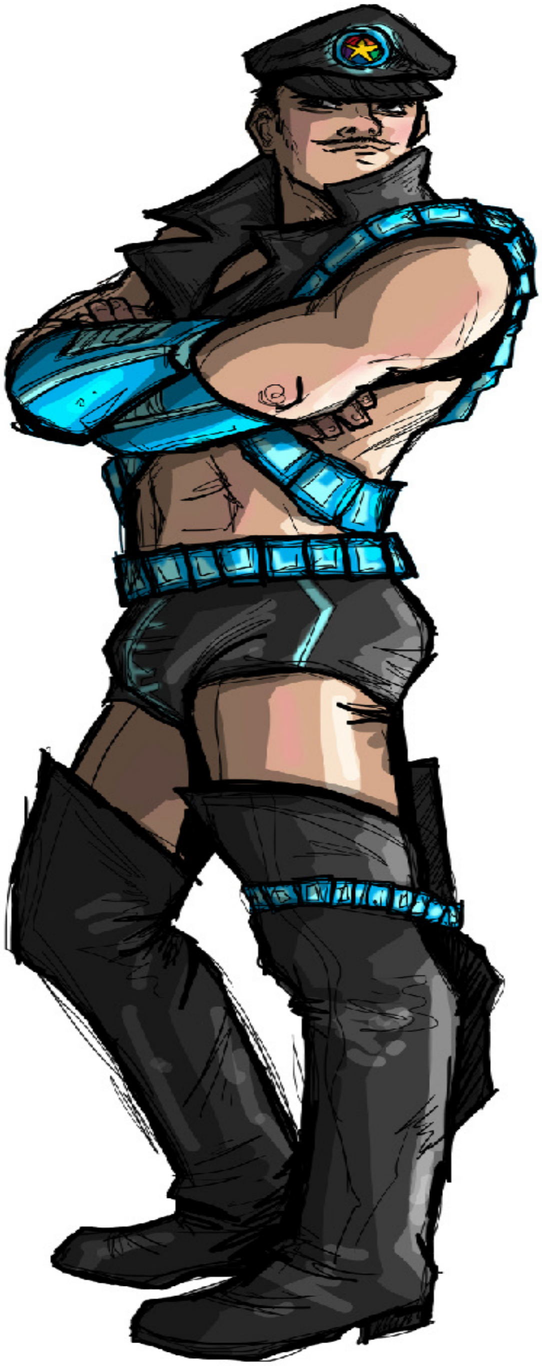
Medium NG Humanoid (human) Bard 2, Fighter 7
XP 4,800
Init +1 **Senses** Perception +11
Languages Galactic Common, Shipper Patois

Defense
AC 16 **Touch** 11 **Flatfooted** 16 (+1 DEX, +6 armor)
HP 2d8 +7d10 +27 hp (75 HP)
FORT +9 **REF** +7 **WILL** +5
Immune suffocation, radiation, vacuum (space suit)

Offense
Spd 30 ft
Melee +15/+10 unarmed strike (1d4+6 bludgeoning plus 1d6 sonic, 20/x2)
Ranged +9/+4 energy blast (3d4+3 sonic, 20/x2, 50 ft range increment, semi auto)
Special Qualities Armor Training 2, Bardic Knowledge, No Breath (space suit), Powerful Build, Versatile Performance (Sing for Bluff and Sense Motive), Weapon Training 1 (unarmed)
Bardic Performance (10 rounds/day, countersong, distraction, fascinate, inspire courage +1)
Spellcasting (CL 2nd Concentration +6)
***First (three slots)* –** charm person (W-DC 15), know lusts (W-DC 15) rocking blast (R-DC 15)
***Cantrips* –** summon instrument, universal greeting, world of origin
Spell-like Abilities (CL 9th Concentration +13)
***2x/day* –** shatter (W-DC 16, can affect objects up to 225 lbs)

Statistics
Str 18 **Dex** 13 **Con** 16 **Int** 10 **Wis** 9 **Cha** 19
Base Atk +8 **CMB** +12 **CMD** 23
Feats Energy Blast, Energy Corona, Improved Unarmed Strike, Leather Champion, Mercury Range, Power Attack, Precise Shot, Superior Energy Blast
Skills Bluff +15, Diplomacy +15, Knowledge (local) +14, Intimidate +15, Perception +11, Perform (sing) +16, Pilot +3
Gear *+2 brawling star leathers, ring of resistance +1 (as cloak)*

Ecology
Environment any (native to the Starburn Sector)
Organization solitary, pair or gang (4-10)
Treasure standard (including gear)



SPECIAL ABILITIES

Muscle Up (SU)
When exposed to any effect that causes a temporary enhancement to their STR or CON scores, the Leather Guardian adds 30 minutes duration to the effect. This applies to potions, spells such as *bull's strength* or *bear's endurance,* or class or racial abilities that temporarily increase physical ability scores.

Leather Champion (SU)
The Leather Guardian is the protector of the weaker, by choice and by birth. Any time an ally suffers a confirmed critical hit, is reduced to 0 Hit Points, or is permanently disabled (such as being petrified) within 100 ft of the Leather Guardian, he gains a +1d4 morale bonus skill checks and saving throws, as well as attack rolls against the creature (s) that harmed his ally for one minute.

If the ally is a fellow Leather Clone, the morale bonus +1d6 instead. If the ally was defeated by overwhelming force, out of proportion to their threat (such as a 2nd level hero being gunned down by a platoon of troops), or if they had taken no hostile action prior to being harmed, the morale bonus is +2d6 instead and lasts for the duration of the encounter.

Leather Lust (EX)
Leather Guardians receive a circumstance bonus on sexually oriented Bluff and Diplomacy checks when attempting to seduce a man equal to the target's STR modifier, if positive.

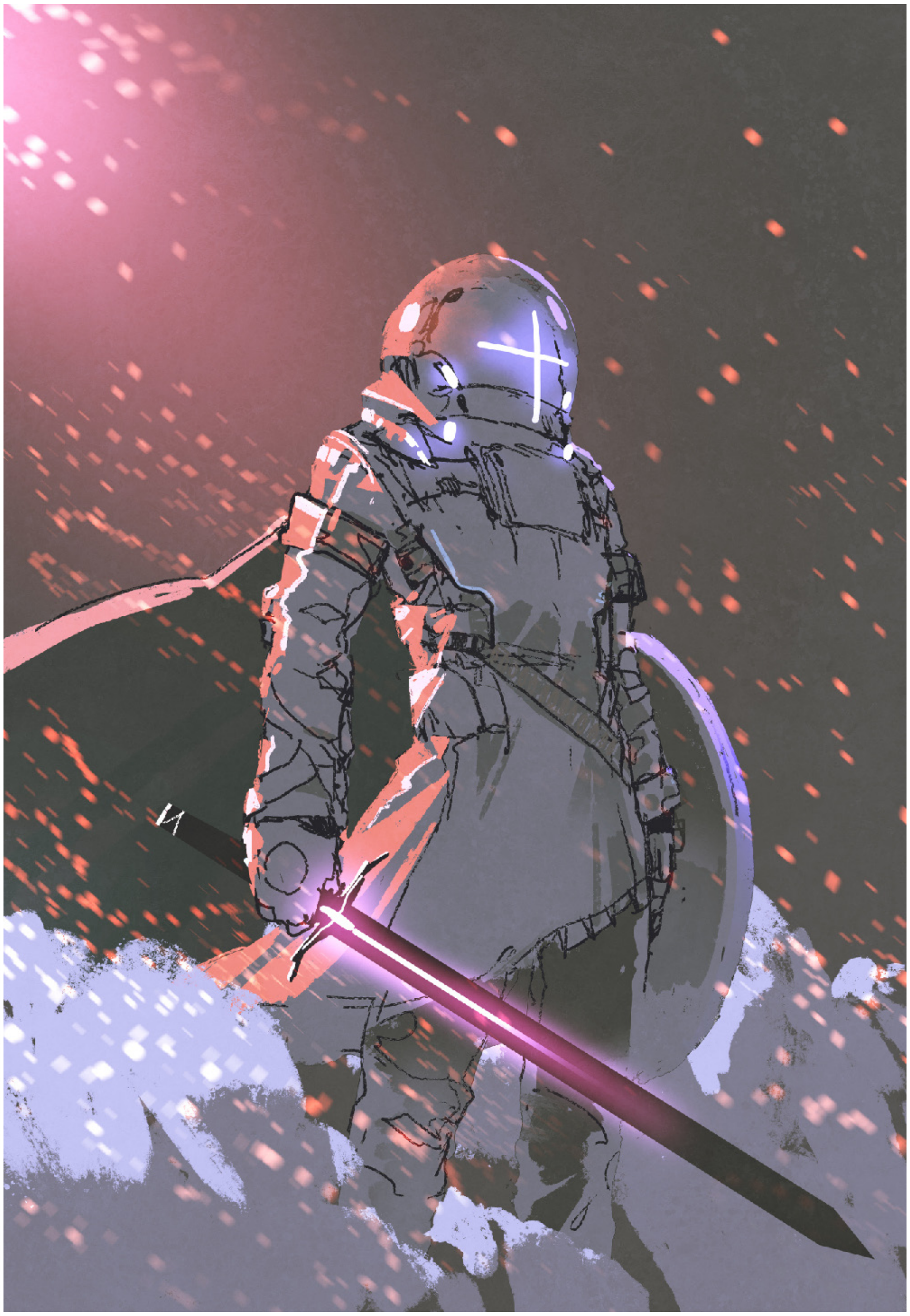
Sonic Corona (SU)
As a standard action, the Leather Guardian can sheathe his body in an aura of sonic energy. This corona adds +1d6 points of sonic damage to successful unarmed strikes and melee weapon attacks. This ability can be maintained as long as desired and does not harm the Leather Guardian's gear or clothing.

NATURE

The Leather Guardian is an actual, 46th Century superhero in crotch hugging leather pants. Brave and burly men like this protect the Starburn System from dangerous outsiders, the Imperial Church of the Galaxy first among them. Leather Guardian serve as the system's cops and soldiers; Starburn maintains a small, but proud System Navy, and Leather Guardians make up the experienced core of their star-sailors.

Young Leather Clones grow up dreaming of having the authority, respect and macho strength of a Leather Guardian – wearing the armor, walking the walk, and fighting the battles. Despite their numbers, Leather Guardians have their work cut out for them. The Starburn is a rowdy place – drunk Leather Clones and the occasional visiting Testorite, not to mention thousands of spacers passing through on shore-leave every week makes for a busy bar scene.

Add in ***Banjee*** predators, Command bashers starting trouble with the full knowledge and approval of their commanding officers, and the occasional xeno-monster, and the Guardians have their work cut out. Leather Clones



REINCARNATED KNIGHT – CR 5

Medium LG Humanoid (human, good)
Paladin 6
XP 1,600
Init +0 **Senses** Perception +8
Languages English, French, Galactic Common
Aura Paladin's Aura of Courage (10 ft, allies gain +4 vs fear)

Defense
AC 18 **Touch** 12 **Flatfooted** 18 (+6 armor, +2 shield)
HP 6d10 +12 hp (45 HP)
FORT +7 **REF** +2 **WILL** +10
Immune disease, fear, suffocation, radiation, vacuum (space suit)

Offense
Spd 30 ft
Melee +12/+7 high frequency sword (2d6+2 slashing, 20/x3)
Ranged +7/+2 combat shotgun (2d10+1 ballistic, 20/x2, 30 ft range increment, full auto, 10 internal)
Lay On Hands 3d6 hp/five times daily (sickened, diseased mercies)
Special Qualities Divine Bond (+1 weapon), Smite Evil (2x/day), No Breath (space suit)
Spellcasting (CL 2nd Concentration +3)
First **–** bless weapon, divine favor
Spell-Like Abilities (CL 6th Concentration +11)
At Will **–** detect evil, detect good
1x/day – bless

hate bullies, bigots and ICG fanatics above all else. They fight defensively, never starting a fight, but always finishing one.

Leather Guardians are muscular men, genetically engineered for physical prowess. Like most Leather Clones, they favor tight, glossy black leather accented with glowing components. When he fights, he wraps himself in a high, chiming field of coruscating blue sonic energy.

Statistics
Str 16 **Dex** 11 **Con** 14 **Int** 13 **Wis** 14 **Cha** 15
Base Atk +6 **CMB** +9 **CMD** 19
Feats Iron Heart, Iron Will, Reincarnate, Weapon Focus (high frequency sword)
Skills Diplomacy +8, Knowledge (history, religion) both at +9, Perception +8
Gear *+1 high frequency sword*, mwk. combat shotgun and 20x shells, mwk. light steel shield, mwk. advanced space suit, holy symbol

Ecology
Environment any
Organization usually accompanied by 2-3 fellow knights
Treasure standard (including gear)

SPECIAL ABILITIES

Iron Heart (SU)
The Reincarnated Knight can never be compelled to a sexual act against his will. His is immune to any form of mind-influencing effect that would compel or influence sexual behavior or a sexual response. Whether or not the Splice Hunter is immune to a specific ability depends on context. For instance, he is immune to *charm person* if the spell would compel him to sexual behavior with the caster or one of the caster's allies, but not if the same *charm* merely compelled him to drop his weapon and surrender.

Smite Evil (SU)
Twice per day, the Reincarnated Knight can call out to the powers of good to aid her in his struggle against evil. As a swift action, the Reincarnated Knight chooses one target within sight to smite. If the target is evil, the Reincarnated Knight CHA bonus (+1) to attack rolls and her paladin level (+6) to all damage rolls made against the target of her smite.

If the target of the smite is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 12 points. Regardless of the target, smite evil attacks automatically bypass any DR the creature may possess.

In addition, while smite evil is in effect, the Reincarnated Knight gains a +3 deflection bonus to AC against attacks made by the target of the smite. If the paladin targets a creature that is not evil, the smite is wasted with no effect. The smite evil effect remains until the target of the smite is dead or the next time the Reincarnated Knight rests and regains her uses of this ability.

NATURE

Though born into the future, the Reincarnated Knight remembers his prior mortal incarnation as a heroic knight of Camelot. As soon as these memories came to the fore, the Reincarnated Knight became a crusading adventurer, protecting human and alien alike from cosmic evil and repressive regimes. Reincarnated Knights tend to be rootless freebooters, always on the move in their quest for justice, glory and rumors of the legendary Holy Grail.

Reincarnated Knights often aid fellow good adventurers and sentient beings in need, regardless of risk. They have an excellent reputation among heroic factions such as the ***Freegear***, the ***Skyguardians***, and even among the ***Leather Clones*** of Starburn Sector.

SETHZINIAN STAR RIPPER – CR 16

Large CN or CE Monstrous Humanoid (Sethzinian)
XP 76,800
Init +0 **Senses** Lowlight vision, Perception +4
Languages Galactic Common, Seth, Shipper Patois

Defense
AC 25 **Touch** 9 **Flatfooted** 25 (-1 size, +6 natural, +9 armor)
HP 21d10 +84 hp (200 HP)
Regeneration 3 (acid, fire)
FORT +11 **REF** +12 **WILL** +14
Immune ability score damage/drain, Bleed, non-magical disease, poison, death effects, radiation
Weaknesses Undisciplined Brawler (always *power attacks*)

Offense
Spd 30 ft
Melee +27/+22/+17/+12 anarchic humanbane spiked chain (2d6+23 piercing, 19-20/x2)
Ranged +21 giant alien pistol (2d12+1 ballistic, 20/x2, 50 ft range increment, single shot) OR
Ranged +17 giant alien pistol (4d12+1 ballistic, 20/x2, 50 ft range increment, single shot)

Statistics
Str 27 **Dex** 10 **Con** 19 **Int** 7 **Wis** 14 **Cha** 13
Base Atk +21 **CMB** +30 (+32 bullrush, sunder) **CMD** 40
Feats Cleave, Dazzling Display, Great Cleave, Greater Bullrush, Greater Sunder, Healing Factor, Improved Bullrush, Improved Critical (spiked chain) Improved Sunder, Intimidating Prowess, From the Brink, Mounted Combat, Power Attack, Trample, Weapon Focus (spiked chain)
Skills Craft (mechanical) +9, Intimidate +31, Knowledge (local) +6, Ride +24, Perception +5, Pilot +4
Gear *+4 anarchic, human-bane spiked chain, +1 giant alien pistol of infinite ammunition, +3 brawling, dragon-defiant studded leather,* 1d6 doses each of the following Glow joints: *Dino Alley, Primordial, Medicinal*, 18-pack case of cheap beer

Ecology
Environment any (prefers deep space and hyperspace)
Organization often found leading a motley crew of ***Alien Scum*** and ***Free Spacers*** as space pirates, often accompanied by a ***Cetta*** or ***Wayhunter*** mount
Treasure standard (including gear)

The Sethzinian continues to Regenerate even if killed outright by damage. The Sethzinian must be reduced to -50 HP or lower to truly kill him.

Giant Alien Pistol (EX)
The Giant Alien Pistol can fire both its barrels simultaneously, inflicting a massive 4d12 ballistic damage on a successful hit. This is very inaccurate however, and imposes a -4 penalty on the attack roll.

Undisciplined Brawler (EX)
Sethzinians aren't great technical fighters by any means. Sethzinians receive Power Attack as a racial bonus feat, but are always considered to be power attacking to the greatest degree possible.

NATURE

The Sethzinian Star Ripper is a one-man riot killing his way across the galaxy. The best way to describe this nine-foot-tall, five-hundred-pound monstrosity is to play "*Born to Be Wild*" at maximum volume while crushing somebody's skull in your bare hands. That's the Star Ripper in a nutshell.

The Star Ripper keeps to the fringes of civilized space, preferring to live on the grimy side of the galaxy. He barhops from station to station on the back of a star-beast he tamed himself…. Mostly by terrifying the monstrosity until it served him out of sheer fear. The Star Ripper is one of the most notorious space pirates in the sector, leading a rag-tag crew of mutants, monsters, psychos and dishonorable spacers of all breeds. When it comes to planning scores and ferreting out traitors in the ranks, the Star Ripper has a certain low cunning, but in all other matters, he's dumb as he looks.

SPECIAL ABILITIES

Bully's Confidence (EX)
The Sethzinian Star Ripper receives a +4 racial bonus on Intimidate checks made against any creature it has dealt lethal damage to in the past hour.

Healing Factor (EX)
The Sethzinian Star Ripper is almost impossible to permanently kill. Even if his head is severed by a vorpal weapon, he drops to 0 HP and becomes stable. His regeneration is suppressed, but resumes if his head is brought in contact with his body. The Sethzinian Star Ripper automatically stabilizes at 0 HP or below.

TECHNO-FASCIST – CR 3

Medium LE or LN Human Warrior 5
XP 800
Init +0 **Senses** Lowlight vision, Perception +0 (+2 visual based Perception)
Languages One language common to your campaign, often English, Japanese or Galactic Common

Defense
AC 18 **Touch** 10 **Flatfooted** 18 (+8 armor)
HP 5d10 + 5 hp (33 HP)
FORT +5 **REF** +1 **WILL** +1
Immune Suffocation, Vacuum (space suit)
Weaknesses Cybernetic Security Risk -2

Offense
Spd 25 ft (30 ft unarmored)
Melee +6 stun baton (1d6+1 bludgeoning plus *stun* 1d4 rounds (FORT DC 10+damage negates), 20/x2)
Ranged +6 plasma rifle (2d6 fire, 20/x2, 75 ft range increment, full auto, 40 cell)
Special Qualities No Breath (space suit)

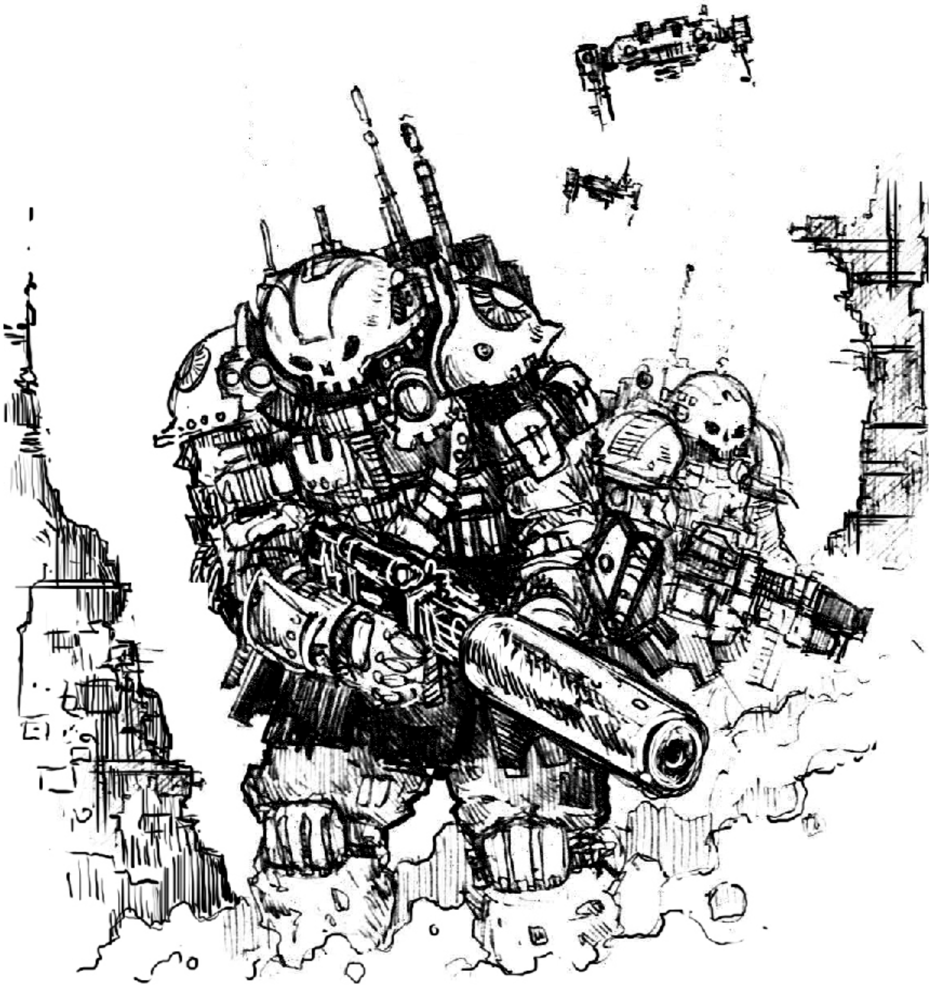
Statistics
Str 12 **Dex** 11 **Con** 13
Int 10 **Wis** 11 **Cha** 10
Base Atk +5 **CMB** +6 **CMD** 16
Feats Endurance, Weapon Focus (plasma rifle)
Skills Craft (mechanical) +5, Intimidate +8, Profession (soldier) +6
Gear mass production tactical armor, stun baton, plasma rifle and 4x spare cells, potion of cure moderate wounds
Cybernetics
Headware – Onboard Computer, Advanced Cyber-Optics, Lowlight Optics

Ecology
Environment any
Organization pair or squad (4-8) or platoon (16-22)
Treasure standard (including gear)

SPECIAL ABILITIES

Quick Customization (EX)
You can add one of the following qualities to the Techno-Fascist's stat block to represent soldiers working for various cosmic factions.

- ***Command Basherboy* –** Increase STR to 18 (Melee Attack improves to +9), add a +1 morale bonus on attack and damage rolls against Leather Clones
- ***The Corporation Command* –** increase Armor to +10 (AC 20) and add Flight 50 ft (average)
- ***The Chyss*** – add the Lifespawn and Chyss subtypes and Lifesense 1 mile trait. Treat cybernetics as innate genetic upgrades instead and gear as bio-tech. Add language: Chyss dialects, and improve FORT Saves by +2
- ***The Imperial Church of the Galaxy*** – add Knowledge (religion) +8, improve WILL Saves by +2.



- ***MacBeth Defense Solutions*** – add Far Shot and Deadly Aim.
- ***Military "Anti-Battlechanger"* –** add a +1 morale bonus on attack and damage rolls against creatures with the Battlechanger subtype, gains a +4 competence bonus on Perception checks to spot Battlechangers disguised in alt modes
- ***Military "Bug Hunter"* –** add a +1 morale bonus on

attack and damge rolls against any two of the following creature types or subtypes: Aberration, Animal, Chyss, Lifespawn, Outsider, Vermin

- ***Space Mafia*** – Add Intimidating Prowess and increase STR to 16. (Melee Attack increases to +9)

NATURE

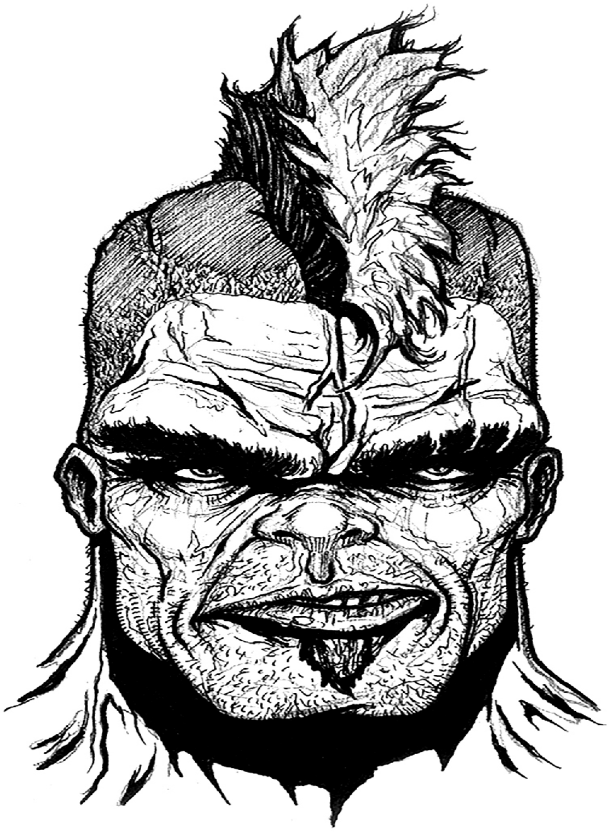
The standard issue Techno-Fascist is a futuristic infantry soldier wearing all concealing advanced body armor and carrying the best weapons money can buy. The Techno-Fascist's backer, whether that be a government, mega-corp or other faction has spent a lot of money training this soldier and even more equipping him or her. These well equipped grunts form the backbone of many futuristic militaries.

Simply by swapping out weapons, adjusting alignments and languages as needed and changing the look of their armor 'in game', you can use this statblock to represent everything from the brutal soldier of a corrupt galactic empire, a well trained mega-corp security officer, a futuristic prison guard, private military contractor, or any other high tech warrior best encountered (and blasted) in large squads.

ALIEN SCUM

The creatures grouped under the heading of "Alien Scum" are intelligent, tool-using humanoids who can put up a fight and are going to appear often as campaign antagonists. Alien Scum include bounty hunters, criminals, con artists, ruthless mercenaries, deadly pit fighters, fascist stormtroopers and other unpleasant creatures. All these creatures are built with easily customizable or modular stat-blocks, letting the game master quickly build up the entire population for their frontier-world 'hives of scum and villany'.

All creatures under the Alien Scum header have a variable suite of abilities that can be added to by granting the creature one or more Gifts of Nature. Gifts of Nature are fully described in *Fursona Unleashed.*



ALIEN GLADIATOR – CR 10

Huge N or LE, NE or CE Monstrous Humanoid (giant)
XP 9,600
Init +1 **Senses** Darkvision 60 ft, lowight vision, Perception +17
Languages Galactic Common, Goblin, Orc, maybe one other language of choice

Defense
AC 23 **Touch** 15 **Flatfooted** 22 (-2 size, +1 DEX, +7 armor, +6 shield)
HP 13d10 +104 hp (176 HP)
FORT +11 **REF** +9 **WILL** +9
Immune one type of Physical damage (either ballistic, bludgeoning, slashing or piercing)

Offense
Spd 50 ft
Melee
Choose any one attack line from the following list. Alternatively, chose any other melee weapon, as long as its impractically big, intimidating and capable of slicing some poor bastard in half or powderizing his skull in one good solid hit.

A- +22/+17 flaming earth breaker (2d8+12 bludgeoning +1d6 fire, 20/x3)

B- +22/+17 flaming greatclub (2d6+12 bludgeoning + 1d6 fire, 20/x2)

C- +22/+17 flaming ranseur (2d6+12 piercing +1d6 fire, 20/x3)

D- +22/+17 flaming temple sword (1d10+12 slashing +1d6 fire, 19-20/x2)

Spell-Like Abilities (CL 7th Concentration +8)
1x/day – *quickened* barkskin (self only)
- *quickened* bull's strength (self only)

Statistics
Str 27 **Dex** 13 **Con** 24 **Int** 7 **Wis** 12 **Cha** 12
Base Atk +13 **CMB** +22 **CMD** 33
Feats Dazzling Display, Cleave, Deadly Stroke Great Cleave, Power Attack, Shatter Defenses, Toughness, Weapon Focus (chosen weapon), Weapon Specialization (chosen weapon)
Skills Intimidate+17, Perception +17, Perform (blood sports) +17
Gear *+1 flaming weapon of choice, +1 bolstering breastplate, +2 bashing tower shield, necklace of giant strength* (as belt, provides +4 STR), 3x potions of cure critical wounds, 1x potion of haste

Ecology
Environment any
Organization solitary or encountered as part of a gladiator stable/ludi or fighting troupe
Treasure double standard (including gear)

SPECIAL ABILITIES

Alien Anatomy (EX)
To customize the Alien Gladiator choose either two Gift of Natures or one Gift of Nature that counts as two Gifts, and apply it to the creature. The Alien Gladiator can gain the Anthro subtype (or another subtype of your choice), or not, as you decide. Common adaptations increase the Alien Gladiator's already impressive STR or CON scores, thicken its hide, or grant limited Fast Healing.

Win the Blood-Thirsty Crowd (SU)
Anytime the Alien Gladiator first performs a feat of brutal combat prowess during any combat witnessed by a live audience, the Alien Gladiator gains a surge of adrenaline. For the remainder of the combat encounter, or until the audience leaves or ceases watching, the Alien Gladiator gains an additional melee attack at his highest base attack bonus.

Feats of combat prowess that trigger this ability include:

- Killing a CR-appropriate opponent with a confirmed critical hit
- Killing a CR-appropriate opponent with a single attack
- Killing at least three opponents during a single Great Cleave attack sequence
- The Alien Gladiator is reduced to half maximum Hit Points or less (88 HP)

NATURE

Alien Gladiators are viscous, barely controlled brutes who fight for the amusement of the galaxy's decadent and ultra-wealthy. These prized fighting slaves are worth millions to their masters: pure fortune and glory, trained to win and kill in high-security arenas.

Alien Gladiators are five-ton walls of muscle, sinew and violence, who carry occult-tech alien weapons that mass as much as a grown adult. Their ornately decorated shields are decorated with a bright personal coat of arms and etched with an ever-growing tally of victory marks. To show off their musculature and battle scars, most fight nude or nearly so, garbed only in their gleaming breast plates and protected beneath their canopy-like steel shield. Dimwitted, dangerously competitive and surly, most live for the release of the arena. Despite their brutish nature, Alien Gladiators are extremely sexualized: wealthy patrons pay million-credit bounties for a night with the Gladiator after a bout.

BATTLE SEDUCTRESS – CR 4

Medium LE, NE or CE Humanoid
XP 1,200
Init +5 **Senses** Darkvision 60 ft, lowlight vision, Perception +7
Languages Galactic Common, Infernal, Psyren

Defense
AC 23 **Touch** 21 **Flatfooted** 17 (+5 DEX, +1 dodge, +2 armor, +5 luck)
HP 5d8 +15 hp (38 HP)
FORT +4 **REF** +9 **WILL** +2
Resist Cold 5, Fire 5, Pleasure 10

Offense
Spd 35 ft
Melee +9 particle whip (2d6+1 fire, 19-20/sever limb, 15 ft maximum range)
Ranged +8 tasp rifle (3d10 pleasure, 20/x2, 40 ft range increment, full auto, 30 cell)
Special Attacks Sneak Attack +3d6
Spell-Like Abilities (CL 1st Concentration +6)
At Will – bleed (F-DC 15)
- stunning orgasm (W-DC 16)

Statistics
Str 13 **Dex** 21 **Con** 16 **Int** 12 **Wis** 13 **Cha** 21
Base Atk +3 **CMB** +4 (+6 trip) **CMD** 19
Feats Dodge, Improved Trip, Mobility, Super Kawaii, Weapon Finesse
Skills Bluff +11, Computer Use +6, Knowledge (local) +5, Perception +7, Stealth +18
Gear *+1 battle lingerie of shadow, +1 keen particle whip,* tasp rifle and 2x cells, palmtop computer

Ecology
Environment any
Organization solitary or pair
Treasure standard (including gear)

SPECIAL ABILITIES

Alien Anatomy (EX)
To customize the Battle Seductress choose one Gift of Nature and apply it to the creature. The Battle Seductress can gain the Anthro subtype (or another subtype of your choice), or not, as you decide. Common adaptations include the enhance her speed and agility, augment her charisma, or provide intoxicating pheromones or minor psi-tricks.

Erotic Fascination (EX)
The Battle Seductress may make Bluff attempts to feint in combat as a swift action.

NATURE

Battle Seductresses are stunningly beautiful and utterly remorseless assassins for hire. Battle Seductresses hail from a variety of species, but all candidates are physically perfect – not merely alluring, but as lithe and fit to a degree they could be champion athletes if contract murder wasn't a greater challenge. Battle Seductresses begin their training in their pre-teen years, under the tutelage of a Battle Seductress matron who shapes them into a professional murderess via imaginative abuse.

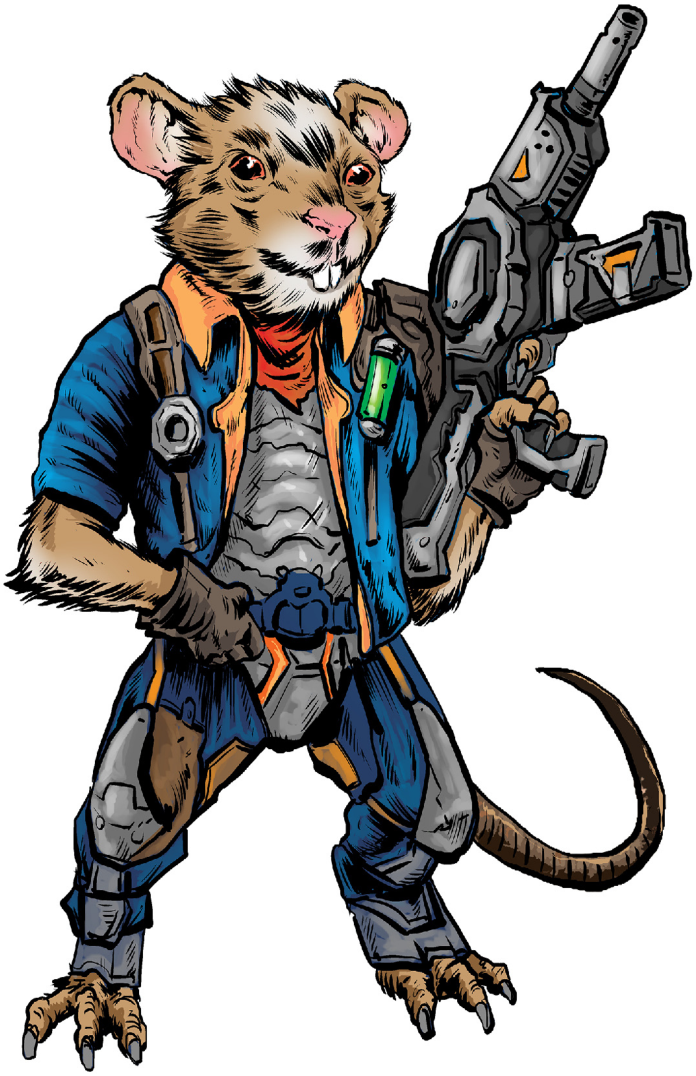
Battle Seductresses dress in custom-fit fetish armor: vinyl and bright rubber that accents their alien allure. All Battle Seductresses are trained with unique weapons that seem equal parts tactical weapon and forbidden ero-toy.

FUZZBALL SOCIO – CR 5

Small CN or CE Monstrous Humanoid (anthro)
XP 1,600
Init +3 **Senses** Darkvision 60 ft, scent, Perception +8
Languages Galactic Common, Shipper Patois

Defense
AC 19 **Touch** 14 **Flatfooted** 16 (+1 size, +3 DEX, +5 armor)
HP 6d10 + 6 hp (39 HP)
FORT +3 **REF** +8 **WILL** +4
Weaknesses Cybernetic Security Risk -1

Offense
Spd 25 ft Climb 25 ft
Melee +6/+1 bite (1d3-1 piercing, 20/x3)
Ranged +12/+7 antimatter cannon (3d10 energy, 19-20/x2, 40 ft range increment, semi auto, 10 cell)
Spell-Like Abilities (CL 1st Concentration +1)
1x/day each – BFG
- Infinite Ammunition
- True Strike



Statistics
Str 8 **Dex** 17 **Con** 12 **Int** 11 **Wis** 12 **Cha** 6
Base Atk +6 **CMB** +4 **CMD** 17
Feats Armor Proficiency (light, medium), Improved Critical (antimatter cannon), Personal Firearms Proficiency, Weapon Focus (antimatter cannon)
Skills Acrobatics +10, Craft (firearms) +5, Climb +14, Disable Device +5, Perception +8, (racial modifiers: +4 Climb)
Gear antimatter cannon, 4x spare cells, advanced space suit, 1x potion of *cure critical wounds*, 1x potion of *cat's grace*, hip flask, communicator
Cybernetics
Headware – Advanced Cyberoptics, Targeting Optics +1

Ecology
Environment any urban (especially bars, strip clubs and low-rent whore houses)
Organization usually solitary, but sometimes accompanying other mercs, fake badges or space pirates
Treasure standard (including gear)

SPECIAL ABILITIES

Alien Anatomy (EX)
To customize the Fuzzball Socio choose two Gifts of Nature (or a two-slot Gift) and apply it to the creature. The Fuzzball Socio can gain an applicable subtype if desired. Common adaptations include an innate climbing ability, superior senses or any abilities that augment the Fuzzball Socio's already impressive DEX score, reflexes or proficiency with ranged combat.

Antimatter Cannon (EX)
The damage from the Fullball Socio's main weapon is unspecified energy damage, not subject to energy resistance or immunity.

NATURE

You call the Fuzzball Socio 'cute' and he's going to fucking gutshoot you and piss on your face while you're hemorrhaging on the ground. Imagine an evolved rodent/rabbit/raccoon/cat thing, about three feet tall, and toddler sized. That's cute. Now give that same little fuzzy-wuzzy tactical body armor, a crushing fuckin' hangover and a military grade energy weapon bigger than he is and see how cute he is then.

Fuzzball Socios are trouble far in excess of their weight class. They're tiny, they're fuzzy and nobody takes 'em seriously….so they kickass and carry amazingly overkill-ish firepower to compensate. The Fuzzball Socio's native habitat is the battle field- they usually subsist on merc jobs or bounty hunter gigs, though a few break legs and make collections for the various gangsters, rogue fleets and shithole planetary governments. When not at work, they drink and toke themselves into a stupor, and usually kill at least one bar-fly per night out. Fuzzball Socios don't have a real homeworld – most left whatever duty they were genetically engineered for behind long ago in favor of carnage, glory, cash, and hard liquor.

ROCKER BRUTE – CR 3

Large CN or CE Humanoid (Anthro)
XP 800
Init +0 **Senses** Lowlight vision, scent, Perception +1
Languages Clomp, Furroar or Fursong, Galactic Common

Defense
AC 14 **Touch** 10 **Flatfooted** 14 (+2 armor,+2 natural)
HP 4d10 +12 hp (34 HP)
FORT +5 **REF** +4 **WILL** +5

Offense
Spd 30 ft
Melee +10 heavy mace (1d10+5 bludgeoning, 20/x2), +9 gore (1d8+5 piercing, 20/x2)
Ranged +4 boomer (2d6 sonic, 20/x4, 50 ft range increment, single shot) OR
+12 Perform check boomer (2d6 sonic, 20/x4, 50 ft range increment, single shot)

Statistics
Str 20 **Dex** 10 **Con** 17 **Int** 9 **Wis** 12 **Cha** 15
Base Atk +4 **CMB** +10 **CMD** 20
Feats Power Attack, Skill Focus (Perform: DJ)
Skills Drive +2, Knowledge (local) +4, Intimidate +9, Perform (DJ) +12
Gear mwk. leather armor with armor spikes, mwk. heavy mace, boomer and gold (+10) prox, potion of bull's strength

Ecology
Environment any
Organization usually pairs, sometimes gangs of 2-10
Treasure standard (including gear)

SPECIAL ABILITIES

Alien Anatomy (EX)
To customize the Rocker Brute choose one Gift of Nature and apply it to the creature. The Rocker Brute can gain the Anthro subtype (or another subtype of your choice), or not, as you decide. Common adaptations include the Amphibious quality, Darkvision, enhanced senses or natural armor, an innate resistance to toxins or disease, or other minor abilities.

Prox (EX)
The Rocker Brute can plug a Prox into his *boomer*, gaining a predetermined result of Perform (DJ) checks made to fire the weapon rather than rolling a D20. Since the Rocker Brute is plugging in a Gold Prox, he gets a +10 result on the check. Inserting or removing a Prox is a move-equivalent action.

NATURE

Rocker Brutes are dimwitted muscle for hire with a deep love for the throb and grind of galactic rock. Rocker Brutes are often encountered as bodyguards or roadies, or doing collections for low-rent criminals. They are the quintessential bully – violent and insulting, arrogant braggarts when they have the upperhand and absolute fawning kiss-asses when they don't.

Rocker Brutes are three meters of ugly hide, muscle and horn. Most of them have some kind of combat horn, crest or tusks that can punch through a car door if they get pissed. They dress in dirty, extensively customized fighting leathers festooned with concert patches in hundreds of xeno-languages and studded with razors. They carry a heavy-duty star-metal club that snap spines, but their favorite weapon is their 1K decibel boomer, which resembles a weaponized, retro-futuristic boom box.

SPACE PIRATE – CR 5

Medium LE, NE or CE Monstrous Humanoid
XP 1,600
Init +6 **Senses** Lowlight vision, Perception +8
Languages Galactic Common, Zeth, maybe one or two other languages of choice

Defense
AC 17 **Touch** 11 **Flatfooted** 16 (+1 DEX, +6 armor)
HP 6d10 +12 hp (45 HP)
FORT +6 **REF** +7 **WILL** +4
Immune suffocation, radiation, vacuum (space suit)

Offense
Spd 35 ft
Melee +9/+4 lunar gladius (1d6+3 slashing, 20/x2) OR
+10/+5 lunar gladius (1d10+3 slashing, 19-20/x2) in Zero Gravity
Ranged
Choose any one attack line from the following list. Alternatively, chose other ranged weapons useful in cramped quarters, favoring pistols, sawed off shotguns and submachine guns.

A- +8/+3 sawed off shotgun (2d8+1 ballistic, 20/x2, 10 ft range increment, single shot, 2 internal)
B- +8/+3 tasp pistol (3d4+1 pleasure, 20/x2, 25 ft range increment, semi auto, 12 cell)
C- +8/+3 smuggler's blaster (2d6+1 fire, 20/x3, 60 ft range increment, full auto, 15 cell)
D- +8/+3 TEK-9 knockoff (2d6+1 ballistic, 20/x2, 40 ft range increment, semi auto, 32 box)

Attack Options
Special Attacks Sneak Attack +2d6

Statistics
Str 17 **Dex** 15 **Con** 14 **Int** 11 **Wis** 9 **Cha** 13
Base Atk +6 **CMB** +9 **CMD** 21
Feats Cleave, Great Fortitude, Improved Initiative, Point Blank Shot, Power Attack
Skills Intimidate +10, Perception +8, Pilot +8, Stealth +6
Gear mwk. advanced space suit, lunar gladius, mwk firearm/energy weapon and 3x spare clips as appropriate to ranged attack line above, potion of *invisibility*, 2x oil of *star ranging*

Ecology
Environment any
Organization solitary, small gangs of 1d6+3, up to pirate crews of several hundred Space Pirates, Xeno-Mercs and similar threats
Treasure standard (including gear, but not counting the reward for proof of these fuckers' deaths)

SPECIAL ABILITIES

Alien Anatomy (EX)
To customize the Space Pirate choose one Gift of Nature and apply it to the creature. The Space Pirate can gain the Anthro subtype (or another subtype of your choice), or not, as you decide. Common adaptations include the Amphibious quality, Darkvision, enhanced senses or natural armor, an innate resistance to toxins or disease, or other minor abilities.

Death Sentences on Multiple Systems (EX)
Most Space Pirates are wanted killers, with a decent sized bounty on their heads and death sentences hanging over them in multiple star systems. When you create your Space Pirate, roll 1D6. That's how many regional powers want the Space Pirate dead. However, the Space Pirate gains a competence bonus to melee damage rolls (**not yet** factored into the stat block above) equal to the die roll.

Lunar Gladius (EX)
The Space Pirate's sword is specially designed for lethality when fighting in space. Use the *red melee attack line* if the Space Pirate is fighting in a Zero Gravity environment.

Zero G Mastery (EX)
The Space Pirate gains a +1 competence bonus on attack rolls in Zero Gravity conditions.

NATURE

Space Pirates are an impressively brutal breed of killer accustomed to fighting in the cramped quarters of starships and stations. Space Pirates aren't welcome in most civilized systems, and are forced into self-reliance. Various gangs and clans maintain their own repair and refueling stations and armorers out in the Big Black – the only places where wanted Space Pirates can be sure conventional law enforcement isn't looking for them.

Space Pirates extensively customize their gear – painting protective glyphs, personal *mons* and vulgar slogans on their armor or decorating their guns with fetishes and combat trophies. However, these modifications never compromise the equipment's utility. Like all spacers, Space Pirates live and die by the maintenance of their gear. Space Pirates work well together, and are veterans of dozens of successful boardings. Most Space Pirate crews use the minimum violence necessary to pull off a job, and leave anybody who doesn't pull a weapon alive. Others leave the decks dripping with blood and gore, and love murder more than money. In either case, Space Pirate crews tend to operate under a rough code of conduct not dissimilar to the pirates of Earth's age of sail.

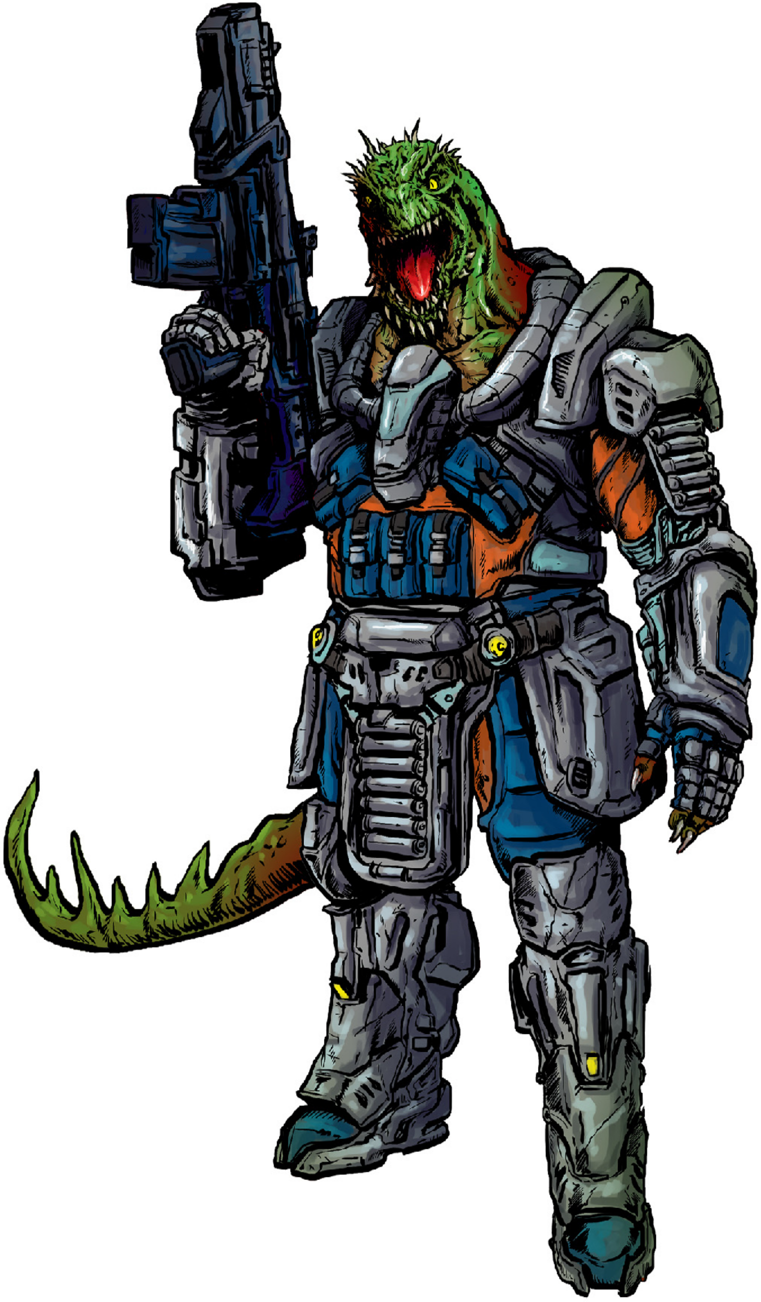
XENO-MERC – CR 3

Large LN, LE or NE Monstrous Humanoid (various subtypes)
XP 800
Init +0 **Senses** Lowlight vision, Perception +8
Languages Galactic Common, plus one from Culture, Zeth or similar galactic languages

Defense
AC 18 **Touch** 10 **Flatfooted** 18 (+8 armor)
HP 4d10+12 hp (34 HP)
FORT +3 **REF** +4 **WILL** +5
Immune suffocation, radiation, vacuum (space suit)
Weaknesses Cybernetic Security Risk -0

Offense
Spd 30 ft
Melee +9 earthbreaker (2d8+4 bludgeoning, 20/x3)
Ranged +3 rail pistol (3d6 ballistic, 20/x2, 100 ft range increment, single shot, 20 box)
Special Qualities No Breath (space suit)

Statistics
Str 19 **Dex** 10 **Con** 15 **Int** 11 **Wis** 13 **Cha** 10
Base Atk +4 **CMB** +9 **CMD** 19



Feats Toughness, Point Blank Shot, Power Attack
Skills Craft (electronic) +7, Intimidate +7, Pilot +6, Perception +8
Gear ultra-heavy plate, rail pistol and 6x spare clips, mwk. earthbreaker
Cybernetics
Headware – Onboard Computer, Attack Barrier +1, Piloting Link

Ecology
Environment any (found in hot-zones and conflict areas throughout the galaxy)
Organization solitary, pair, squad (4-5) or platoon (12-15 plus other powerful alien mercenaries)
Treasure standard (including gear)

SPECIAL ABILITIES

Alien Anatomy (EX)
To customize the Xeno-Merc choose one Gift of Nature and apply it to the creature. The Xeno-Merc can gain the Anthro subtype (or another subtype of your choice), or not, as you decide. Common adaptations include the Amphibious quality, Darkvision, enhanced senses or natural armor, an innate resistance to toxins or disease, or other minor abilities.

Hatred (EX)
Choose one type or subtype common to the campaign. The Xeno-Merc receives a +1 morale bonus on attack and damage rolls against creatures of that type, due to special training against these hated foes. No two Xeno-Mercs operating in the same squad ever have the same Hatred type, due to the diversity of experience among Xeno-Mercs.

(Unless the gamemaster really wants to punish the player characters, most of whom share a particular subtype. In which case, go ahead.)

Piloting Link (EX)
When the Xeno-Merc drives or pilot any vehicle modified to accept a direct neural interface, the Xeno-Merc provides that vehicle with a +2 insight bonus to Armor Class.

Small Unit Mastery (EX)
The Xeno-Merc receives a +1 competence bonus to Armor Class and attack rolls when within 30 ft of an allied Xeno-Merc. No Xeno-Merc is considered flanked unless all Xeno-Mercs within 30 ft are all flanked.

NATURE

It's a dangerous and war-torn galaxy, and getting worse all the time. The Culture and Bleeding Ghosts fight their genocidal war through proxies, Lifespawn warlords battle for dominance in the name of their superior DNA, while predatory races like the ***Zeth*** and the ***Scaepers*** threaten all intelligent life. Mercantile powers like the ***Stonecutters*** and the ***Quiniuq*** always pay well for experienced private military contractors. Xeno-Mercs can earn a good living fighting other sentients' battles under cold and indifferent stars.

Xeno-Mercs represent a wide array of well-equipped and superbly trained alien soldiers. They follow orders without question and might be deployed to any world or system in the known galaxy and beyond on missions fully understood only by the alien overlords paying their wages. Over the years many Xeno-Mercs have deployed to Earth for various reasons, and some exfiltrated successfully, others died in combat, or were stranded when the mission failed.

While the specifics vary wildly, all Xeno-Mercs are powerfully built bipeds wearing war-scarred powered armor that only increases their rhino-like bulk. Xeno-Merc armor is vibrantly colorful, often covered in enigmatic alien glyphs indicating legion and unit affiliation, rank and accomplishments. Xeno-Merc carry intimidating heavy weapons and use them at the first provocation- extreme violence is their first response to any threat.

BATTLECHANGERS: MORE THAN MEETS THE OPTICS

Battlechangers are a race of sentient, transforming robots hailing from the Saturn-sized, fully mechanical world of Technys. Technys lies deep within the ***Steel Sector***, a war-torn but wondrous region of space where mechanical life is as common as organic, if not more so. Battlechangers are an infinitely diverse robotic species, proud of their gleaming, polished hulls in a rainbow of colors and styles, and all can change their shape into a variety of machines, vehicles, weapons or other useful devices.

The race is divided into many factions: the most powerful of these is the ***Tyrakron Empire***, which is an expansionistic military power that subjugates all in its path, and mecha-forms living worlds into chrome colonies. The ***Freegear Rebellion*** struggles against the Empire, and fights to protect all sentient life, including organic life where discovered. The ***Scavengers*** are a race of jury-rigged galactic nomads surviving with glitching, last-gen systems. The ***Emulators*** were once an organic race who reconfigured themselves into gigantic robots after the Freegear assisted the species in recovering from the ecological collapse of their homeworld, ***Tronis IV.***

COURIER, BRAVE LITTLE FREEGEAR SCOUT – CR 1/2

Small CG Monstrous Humanoid (Battlechanger) Rogue 1
XP 200
Init +4 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +5
Languages English, Spanish, Tech-FG, Tech-TY

Defense
AC 17 **Touch** 15 **Flatfooted** 13 (+1 size, +4 DEX, +2 natural)
HP 1d8 hp (8 HP)
FORT +0 **REF** +6 **WILL** +1
Immune Suffocation, Vacuum
Weaknesses Cybernetic Security Risk -1

Offense

Spd 20 ft

Melee +4 slam (1d6-1 slam, 20/x2) or +6 scorpion whip (1d3-1 slashing, 19-20/x2)

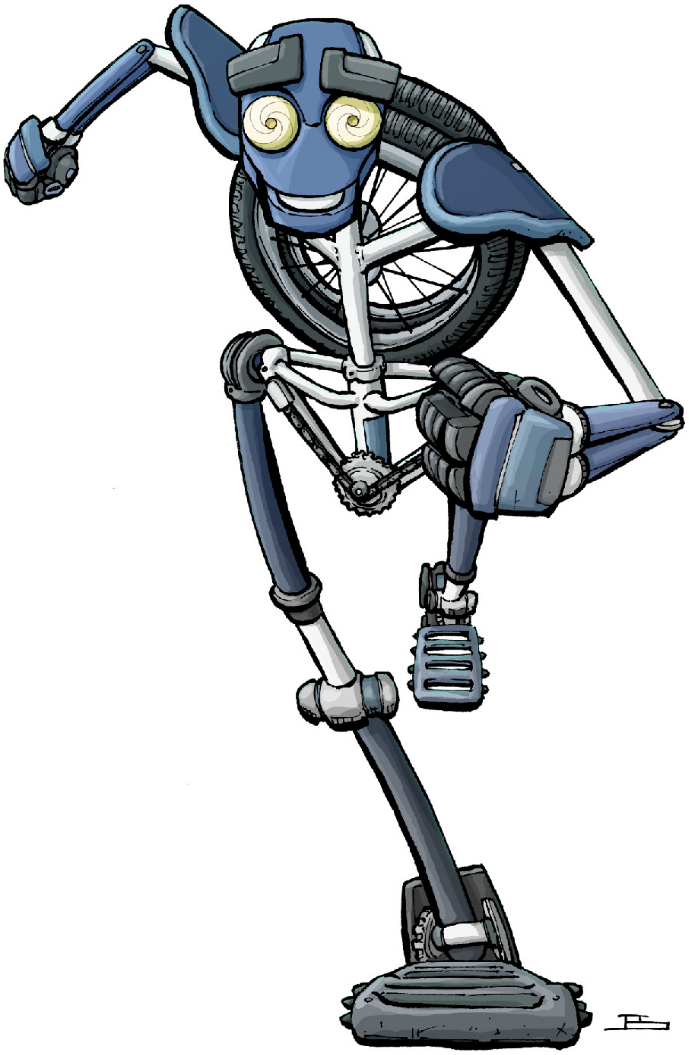
Sneak Attack +1d6

Special Qualities Freeze (alt-mode only), No Breath, Trapfinding, Unhealing

Spell-Like Abilities (CL 1st Concentration +3)

At Will *– expeditious retreat (costs 1 Fuelon/usage) (bicycle form only)*

- *invisibility (costs 2 Fuelon/usage)*



Statistics

Str 8 **Dex** 19 **Con** 11 **Int** 15 **Wis** 13 **Cha** 12

Base Atk +0 **CMB** -1 **CMD** 13

Feats Skill Focus (sleight of hand), Weapon Finesse

Skills Acrobatics +7, Appraise +6, Bluff +5, Climb +3, Disable Device +6, Escape Artist +7, Knowledge (local) +6, Perception +5, Sleight of Hand +10, Stealth +7

Gear backpack, thieves tools

Cybernetics

Headware – Onboard Computer

Shannix Budget

Efficient Systems (1), Feat Programming (Skill Focus: sleight of hand) (2), Fuelon Regenerator (2), Spell-Like Technology (*invisibility*) (4) Special Weapon *(+1 keen scorpion whip*) (2)

Ecology

Environment any urban

Organization solitary or accompanying several more powerful Freegear allies as a sidekick

Treasure standard (including gear)

SPECIAL ABILITIES

Driver Simulacrum (EX)

When Courier assumes his bicycle alt-mode a holographic driver, whose appearance he can customize at will, appears on the seat. He can use the Freeze racial quality while in motion in his alt-mode. His alt-mode is very common, providing a +10 bonus on Disguise checks made in urban environments.

Fuelon Reserve (EX)

Courier has 10 points in his Fuelon reserve. He can expend a point of Fuelon to achieve a number of results, described fully in this sourcebook's appendix.

Massive Strength (EX)

Courier's pneumatics and artificial musculature allows him to haul enormous weights, out of proportion to his size. His lifting, carrying and dragging limits are five times greater than a humanoid creature of his size. His maximum load is 400 lbs.

Alt-Mode

Courier shifts from a spindly robot mode to an equally petite vehicular form, a blue and white ten speed mountain bike with fat tires. Courier can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.

Classification Small Gadget (Bicycle)

Armor Class 15 (stripped armor disadvantage)

Spd 40 ft (or twice the rider's maximum land speed)

Maximum Load 400 lbs

In bicycle form, Courier gains access to the following spell-like ability.

Spell-Like Abilities (CL 1st Concentration +3)

At Will *– Expeditious Retreat (costs 1 Fuelon/usage)*

NATURE

Courier is the heart and soul of the Freegear. Rescued by the rebellion's founder before he became a Major, the little 'bot was the first and most ardent convert to the cause. Formerly a down and out pick-pocket stealing Fuelon in one of the poorest Technysian city-states, today Courier is a dependable and levelheaded Freegear soldier. Able to slip in places other Freegear could never enter, Courier has been responsible for most of the rebellion's intelligence victories. Of course, Courier remains humble, still thinking of himself as just a 'thief made good.'

Courier's alt-mode is as humble as he is. He transforms into a blue and white Schwinn ten speed mountain bike. His robot mode is barely child-sized, and spindly, resembling a friendly robotic skeleton. His hands and feet are outsized, and his bug-like eyes are big, friendly and as perceptive as they are trusting. Despite the fact he only weighs about 50 lbs in robot form, Courier is surprisingly tough, and has no fear of confronting bigger, tougher robots.

DINO-BERSERKER – CR 7

Huge CN or CE Monstrous Humanoid (Battlechanger)
Barbarian 8
XP 3,200
Init +1 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +8
Languages Tech-SV or Tech-TY

Defense
AC 21 **Touch** 9 **Flatfooted** 20 (-2 size, +1 DEX, +12 natural)
HP 8d12 +48 hp (94 HP)
FORT +11 **REF** +3 **WILL** +3
Defensive Abilities Improved Uncanny Dodge, Trap Sense +2
Immune Suffocation, Vacuum
Weaknesses Cybernetic Security Risk -1

Offense
Spd 50 ft
Reach 15 ft
Melee +14 slam (2d8+8 bludgeoning, 20/x2) or +16/+11 flaming burst great axe (2d8+8 slashing plus 1d6 fire, 20/x3)
Special Qualities No Breath, Unhealing

Statistics
Str 26 **Dex** 13 **Con** 20 **Int** 7 **Wis** 12 **Cha** 10
Base Atk +8 **CMB** +18 **CMD** 29
Feats Cleave, Great Cleave, Power Attack, Toughness
Skills Climb +15, Perception +8, Survival +8, Swim +15
Gear
Cybernetics
Headware – Onboard Computer
Shannix Budget
Feat Programming (Great Cleave, Improved Sunder) (4 total), Special Weapon (*+2 flaming burst great axe*) (4)

Ecology
Environment any land
Organization usually solitary or tribe (1d4+2)
Treasure incidental (including gear)

SPECIAL ABILITIES

Fuelon Reserve (EX)
The Dino-Berserker has 4 points in his Fuelon reserve. He can expend a point of Fuelon to achieve a number of results, described fully in this sourcebook's appendix.

Massive Strength (EX)
The Dino-Berserker's pneumatics and artificial musculature allows his to haul enormous weights, out of proportion to his size. His lifting, carrying and dragging limits are 100 times greater than a humanoid creature of his size. His

maximum load is 92,000 lbs.

Rage (EX)
The Dino-Berserker can rage for up to 23 rounds per day. While raging the Dino-Berserker gains a +4 morale bonus to STR and CON as well as a +2 morale bonus to WILL Saves. He takes a -2 penalty to Armor Class. He receives 2 HP per Hit Dice (16 hp), but these disappear when the rage ends and are not lost first like temporary HP. The Dino-Berserker cannot use any CHA, DEX or INT based skill checks, except for Acrobatics, Fly, Intimidate and Ride, nor any ability that requires patience or concentration.

The Dino-Berserker can end his rage as a free action and is fatigued after raging for two rounds per round spend in the rage. He cannot enter a new rage while fatigued or exhausted. If he falls unconscious, his rage immediately ends, placing him in peril of death.

While raging, the Dino-Berserker has access to the following special powers.

Clear Mind (EX): Once per rage, the Dino-Berserker can reroll a failed WILL Save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The Dino-Berserker must take the second result even if it is worse.

Powerful Blow (EX): Once per rage, the Dino-Berserker gains a +3 bonus on a single damage roll. This power is used as a swift action before the attack roll is made.

Roused Anger (EX): The Dino-Berserker can enter a rage even if fatigued, When raging after using this ability, the Dino-Berserker becomes immune to the fatigued condition. Once this rage ends, the Dino-Berserker is exhausted for ten minutes per round spent raging.

Strength Surge (EX): Once per rage, the Dino-Berserker adds his barbarian level (+8) to one STR check or combat maneuver check, or to his CMD when an opponent attempts a maneuver against him. This power is used as an immediate action.

CHANGES TO DINO-BERSERKER'S STAT-BLOCK WHILE RAGING

AC 19 **Touch** 7 **Flatfooted** 18 (-2 size, +1 DEX, +12 natural, -2 rage effects)
HP 8d12 + 64 hp (110 HP)
FORT +13 **REF** +3 **WILL** +5
Melee +16 slam (2d8+10 bludgeoning, 20/x2) or +18/+13 flaming burst great axe (2d8+10 slashing plus 1d6 fire, 20/x3)
CMB +20 **CMD** 31
Skills Climb +17, Swim +17

Primitive Alt-Mode

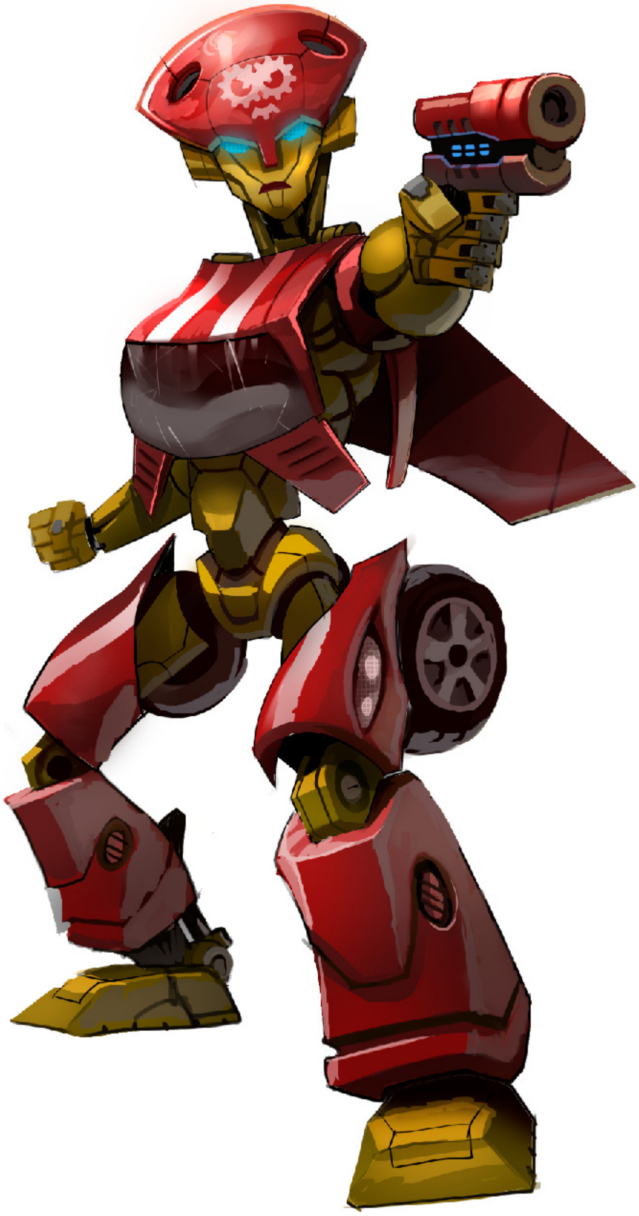
The Dino-Berserker assumes the earthshaking form of a purple chrome tyrannosaurus rex. A burning fusion engine in the dinosaur's gullet gives it ferocious reserves of power, and glows a dull orange. The Dino-Berserker can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.
Classification Primitive (Huge Tyrannosaurus)
Armor Class 23 (+2 natural)
Spd 50 ft
Gains Scent
Maximum Load 92,000
In Tyrannosaurus form, the Dino-Berserker gains a powerful bite ability, allowing him to add double his STR modifier to damage with his bite attack.
Alt-Mode Melee Attack
+12 bite (4d6+16 piercing, 20/x2 plus grab)

NATURE

The Dino-Berserker is a dimwitted, thuggish Battlechanger savage from some long-lost colony. This savage warrior cares very little for the ongoing war between ***Tyrakron*** and ***Freegear***, only that he's got a tribe of lesser saurians to dominate, the frightened respect of outsider Battlechangers and an untapped Fuelon spring to drink from. Such primitives might be flattered, intimidated, bribed or otherwise coerced into service with one of the major factions.

In robot mode, the Dino-Berserker is a top-heavy goliath of grey and black steel. His pendulous belly glows with fusion energy, and his robotic lips are locked into a perpetual scowl. He snarls with grim, inarticulate rage and carries a burning axe that can melt a weaker robot to slag.

FREEGEAR DAREDEVIL – CR 10



Large CG Monstrous Humanoid (Battlechanger)
XP 9,600
Init +8 **Senses** Darkvision ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception -2
Languages English or one other Earth language of choice, Tech-FG, Tech-TY

Defense
AC 24 **Touch** 15 **Flatfooted** 17 (-1 size, +4 DEX, +1 dodge, +8 armor)
HP 12d10 +36 hp (102 HP)
FORT +11 **REF** +17 **WILL** +11
Defensive Abilities Improved Evasion
Resist Electricity 10
Immune Fire, suffocation, vacuum
Weaknesses Cybernetic Security Risk -1, Unhealing

Offense
Spd 30 ft
Melee +14 slam (1d10+3 bludgeoning, 20/x2)
Ranged +16 heavy ion pistol (2d8+1 electricity, 18-20/x2, 50 ft range increment, single shot)
Special Qualities No Breath
Spell-like Abilities (CL 12th, Concentration +17)
At Will **–** fire shield (requires 4 Fuelon per activation)

Statistics
Str 17 **Dex** 19 **Con** 16 **Int** 10 **Wis** 7 **Cha** 21
Base Atk +12 **CMB** +16 **CMD** 30
Feats Combat Reflexes, Dodge, Improved Initiative, Point Blank Shot, Precise Shot
Skills Acrobatics +19, Bluff +20 (+22 for bribery), Knowledge (local) +16, Stealth +15
Gear *+1 heavy ion pistol of infinite ammunition*
Cybernetics
Headware – Onboard Computer
Shannix Budget
Energy Resistance (electricity) (1), Extra Fuelon Reserves (1), Racer (1), Spell-Like Technology (fire shield) (8)

Ecology
Environment any urban
Organization solitary, pair of twin siblings or accompanying several ***Freegear Rebels***
Treasure standard (including gear)

SPECIAL ABILITIES

Better Lucky Than Prepared (SU)
The Freegear Daredevil gains a luck bonus on all saving throws equal to her CHA modifier.

Fuelon Reserve (EX)
The Freegear Daredevil has 8 points in her Fuelon reserve. She can expend a point of Fuelon to achieve a number of results, described fully in this sourcebook's appendix.

Kiss Touring (SU)
The Freegear Daredevil drives her best when her special human friend is in her passenger compartment. She receives a +2 trait bonus when in alt-mode and a Kiss Friend is either in her passenger compartment or physically merged.

Massive Strength (EX)
The Freegear Daredevil's pneumatics and artificial musculature allows her to haul enormous weights, out of proportion to her size. Her lifting, carrying and dragging limits are twenty times greater than a humanoid creature of her size. Her maximum load is 5,200 lbs.

"Win If You Dare" (SU)
The Freegear Daredevil is a born hero, capable of swinging the tide of battle with a single daring (and suicidally risky) action. Once per day, when acting heroically by defending innocents or fighting to protect his allies, the Freegear Daredevil may activate "Win If You Dare" as a swift action. The Daredevil rolls 1d4 and adds the result as a luck bonus on all attack rolls, skill checks and saving throws for up to six rounds. The Daredevil is *exhausted* for one minute after this ability terminates.

If the odds against the Daredevil are especially high (such as fighting a creature with a CR 5+ levels greater than her own, or taking on an army), or if the Daredevil is acting contrary to her own interests (fighting when it would be smarter to run, or fighting without expectation of reward), the Daredevil rolls 1d6 instead.

Alt-Mode

The Freegear Daredevil can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.

The Freegear Daredevil's alt-mode is always high-end Terran sports car. She always maintains her glossy, candy-apple red finish and golden pinstriping, but rotates through models on a weekly basis. She prefers Ferrari and Lamborghini models over all other designs, and would eat her own laser pistol before mimicking an American sports car.
Classification Large Ground Speeder
Armor Class 18 (stripped armor disadvantage)
Spd 1,250 ft
Maximum Load 1,300 lbs
Gains Super Speed Engine, usable in alt-mode only
The Freegear Daredevil may move up to 10x her base land speed when making the charge or withdraw action, but only when moving in a straight line.

NATURE

Hailing from the higher ranks of Techynsian society, the Daredevil joined the Freegear Rebellion almost for the sheer fun of it. She revels in thumbing her nose at the Tyrakron regime, and though she tends to complain a bit about 'grubby organics leaking on my leather bucket seats', she has a genuine affection for most of the organic humanoids she's met during the war's course.

The Freegear Devil is a born adventurer who has difficulty with the chain of command. She acts decisively (though sometime her snap decisions backfire spectacularly) and would rather speed away to solve a problem herself than take the time to explain. She never asks any body's permission to do anything, and even though she is technically a mid-grade officer, she prefers to cajole her friends into going on wild quests and getting up to epic hijinks rather than giving orders. She's only given three (or maybe four) actual orders over the past thousand years.

The Freegear Devil is a feminine mechanoid roughly 3 meters tall in robot form. She's glorious, with candy-coat blood-red plating over a lean golden under-structure. Her alt-mode is equally pretty: a millionaire's sports car in cherry red. She's a sharpshooter and laughing gunslinger, and one of her favorite tactics is to let a horde of Tyrakron grunts overwhelm her, before activating an aura of fire and scorching them all.

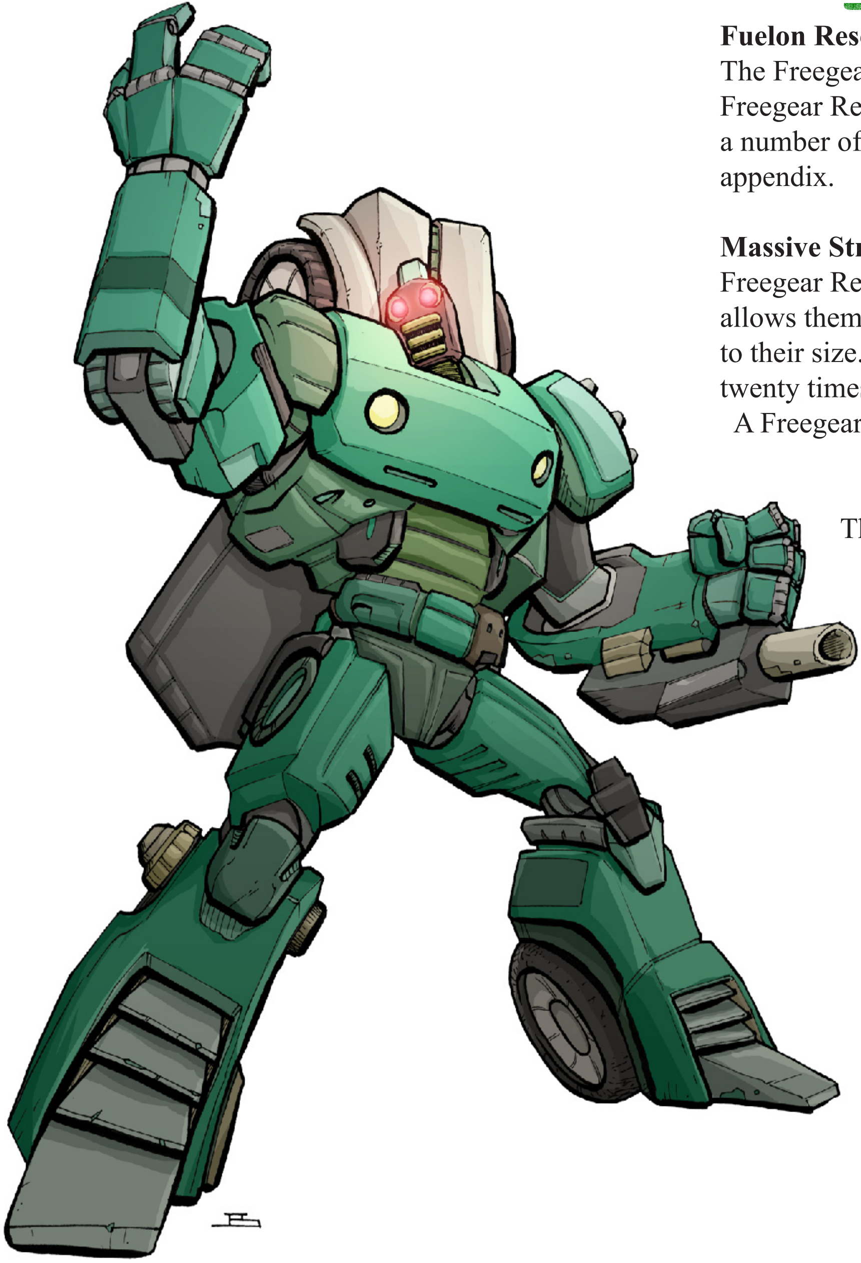
FREEGEAR REBEL – CR 7

Large NG Monstrous Humanoid (Battlechanger) Fighter 8
XP 3,200
Init +5 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +12
Languages English or one other Earth language of choice, Tech-FG

Defense
AC 21 **Touch** 10 **Flatfooted** 21 (-1 size, +1 DEX, +11 natural)
HP 8d10 +24 hp (71 HP)
FORT +8 **REF** +5 **WILL** +2
Defensive Abilities Bravery +2
Immune Suffocation, Vacuum
Weaknesses Cybernetic Security Risk -1

Offense
Spd 40 ft
Reach 10 ft
Melee +12/+7 slam (1d10+5 bludgeoning, 20/x2) or +15/+10 thundering heavy mace (1d10+6 bludgeoning plus 1d8 sonic, 20/x2)
Ranged +9/+2 advanced SMG (2d6 ballistic, 20/x2, 50 ft range increment, full auto, 20 box)
Special Qualities Freeze (in alt-mode only), No Breath, Unhealing, Weapon Training (hammers)

Statistics
Str 21 **Dex** 12 **Con** 15 **Int** 11 **Wis** 12 **Cha** 11
Base Atk +8 **CMB** +14 **CMD** 25
Feats Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Passenger Hauler, Power Attack, Toughness, Weapon Focus (heavy mace)
Skills Craft (mechanical) +11, Perception +12
Gear +1 advanced SMG, 6x spare clips, mwk. mechanical kit



SPECIAL ABILITIES

Fuelon Reserve (EX)
The Freegear Rebel has 8 points in his Fuelon reserve. The Freegear Rebel can expend a point of Fuelon to achieve a number of results, described fully in this sourcebook's appendix.

Massive Strength (EX)
Freegear Rebels' pneumatics and artificial musculature allows them to haul enormous weights, out of proportion to their size. Their lifting, carrying and dragging limits are twenty times greater than a humanoid creature of their size. A Freegear Rebel's maximum load is 9,200 lbs.

Alt-Mode

This particular Freegear Rebel wears a particularly common alt-mode among his caste and chassis styling. His heavily armored alt-mode is a six-wheeled armored personnel carrier, equally adept at hauling smaller Battlechangers or brave human soldiers into frontline combat. Freegear Rebels can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.

Classification Huge Ground Defender
Armor Class 29
Damage Reduction 10/-
Spd 150 ft
Maximum Load 9,200 lbs
Thanks to his Passenger Hauler feat, the Freegear Rebel can carry up to six Large or more proportionately smaller passengers in alt-mode, without these passengers counting against his encumbrance.

NATURE

Like many of his comrades, the Freegear Rebel is fascinated with some aspect of life on Earth: its music, its forests, its clever natives or its stunning rock formations, perhaps. The Freegear Rebel is a competent and trust worthy soldier, committed to the Freegear ideal of freedom for all sentient beings.

While the Freegear rebellion comes in all colors, configurations and alt-modes, heavy and durable mechs from the bulk of their frontline troops. These burly bots take the hits that smaller mechanoids couldn't survive and hit back hard with high tech maces that fold out of their vehicle mode crash bumpers. This particular Freegear Rebel assumes a six-wheeled armored personnel carrier alt-mode, which suits his supportive, business-like personality and team-centric way of fighting.

Cybernetics
Headware – Onboard Computer
Shannix Budget
Damage Reduction x2 (2), Extra Fuelon (1), Feat Programming (Passenger Hauler) (2), Special Armor (+3 armor) (3), Special Weapon (+1 thundering heavy mace) (2)

Ecology
Environment any
Organization solitary, buddies (2-3) or squad (1d4+2)
Treasure standard (including gear)

JUNKER MERCENARY – CR 2

Medium CN Monstrous Humanoid (Battlechanger)
Wilder 3
XP 600
Init +6 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +3
Languages Alko, English or other Earth language of choice, Tech-FG, Tech-SV

Defense
AC 17 **Touch** 13 **Flatfooted** 14 (+ 2 DEX, +1 dodge, +4 natural)
HP 3d8 +3 hp (20 HP)
FORT +2 **REF** +3 **WILL** +3
Immune Acid, rust effects, Suffocation, Vacuum
Resist Fire 10
Weaknesses Cybernetic Security Risk -1, Unhealing

Offense
Spd 30 ft
Melee +3 slam (1d8+1 bludgeoning, 20/x2) or +5 keen, returning throwing axe (1d6+1 slashing, 19-20/x2)
Ranged +5 keen, returning throwing axe (1d6+1 slashing, 19-20/x2, 10 ft range increment)
Attack Options
Special Attacks +4 ranged touch Surge Blast (2d6 force, 20/x2, 30 ft max range)
Special Qualities Elude Attack, No Breath, Psychic Enervation, Wild Surge +2
Psionics (ML 3rd Concentration +6)
Power Point Reserve 19
First **–**Energy Ray, Force Screen
Zero (talent) **–** Telepathic Lash (W-DC 13)

Force Screen is already accounted for in the stat-block above.

Statistics
Str 13 **Dex** 15 **Con** 13
Int 9 **Wis** 9 **Cha** 16
Base Atk +2 **CMB** +3
CMD 14
Feats Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Focus (throwing axe)
Skills Acrobatics +8, Appraise +2, Craft (mechanical) +4, Escape Artist +8, Perception +3
Gear mwk. mechanical kit, 3x potions of cure light wounds, djore of energy ray (4d6 charges remaining)

Cybernetics
Headware – Onboard Computer
Shannix Budget
Chem Proof (1), Efficient Systems (1), Energy Shielding (fire) (1), Feat Programming (Combat Reflexes, Mobility, Weapon Focus) (4 total), Fuelon Regenerator (2), Special Weapon *(+1 keen, returning throwing axe*) (3)

Ecology
Environment any urban or ruins
Organization gang (2-6)
Treasure incidental

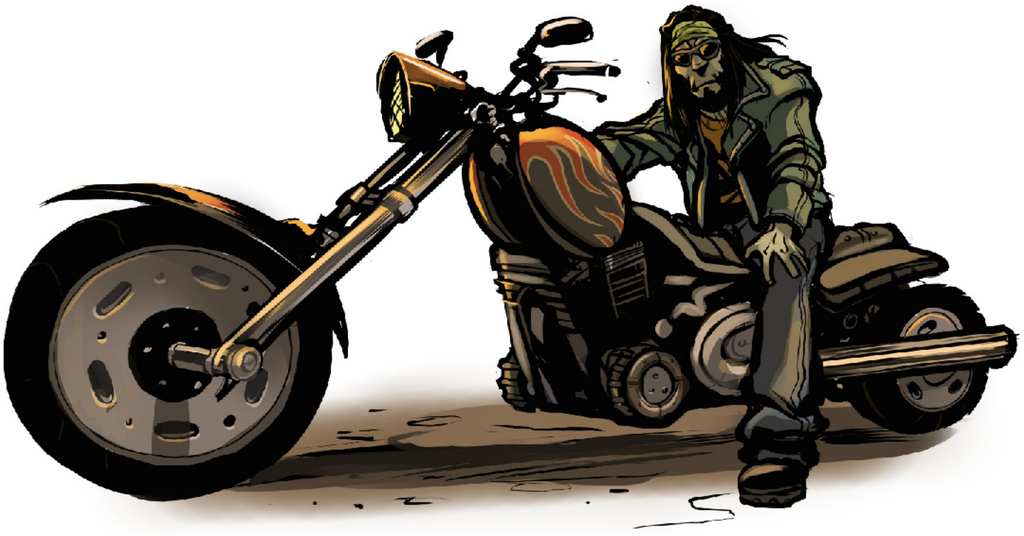
SPECIAL ABILITIES

Chem Proof (EX)
The Junker Mercenary's hull may look rusted, but weather has done all the damage to her it ever will. She is immune to rust effects and Acid damage.

Free Surge (SU)
If the Junker Mercenary is overcome by psychic enveration, she is dazed until the end of her next turn and loses a number of power points equal to her manifester level (3 power points).

Fuelon Reserve (EX)
The Junker Mercenary has 8 points in her Fuelon reserve. She can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*.

Massive Strength (EX)
The Junker Mercenary's pneumatics and artificial musculature allows her to haul enormous weights, out of proportion to her size. Her lifting, carrying and dragging limits are ten times greater than a humanoid creature of her size. Her maximum load is 1,500 lbs.



Alt-Mode

The Junker Mercenary can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.

The Junker Mercenary transforms into a poorly maintained, supercharged Harley Davidson cruiser with especially heavy-duty tires for off roading. Her rusting fenders and scratched, pitted and road-scarred gas tank are painted with flames that used to be bright red and gold, now sun-faded to orange and maroon and smeared with mud and grime.
Classification Medium Ground Speeder
Armor Class 15
Spd 1,000 ft
Maximum Load 375 lbs
Gains Super Speed Engine, usable in alt-mode only
The Junker Mercenary's *off-road tires* allow her to ignore the effects of difficult terrain when moving in her alt-mode. She may move up to 10x her base land speed when making the charge or withdraw action, but only when moving in a straight line.

NATURE

The Junker Mercenary is a prototypical Scavenger, a shifty and opportunistic mecha who always looks out for number one. She usually hides until all the shooting is done, and then scavenges (big surprise!) the battlefield looking for repairable mecha-organs or abandoned weapons, which she will gladly sell to either side looking for bargain basement gear and not too picky about where it comes from. Her robot form is as badly maintained as her vehicle alt-mode. Repair and mechanical hygiene aren't high on her list of priorities.

Her robotic chassis has a vaguely feminine shape, with her tires incorporated into her mechanical calves and feet. A spray of rubber hoses and fuel tubing forms a long mass of dreadlock-esque 'hair' in her robot form. She carries an absolutely ferocious hand-axe formed from her front brake assembly and wields it with surprising style and aplomb. When she's not bartering for parts, she talks in a sing-songy mish mash of scrambled radio signals, long forgotten commercials and other schizophrenic emphera. Half of this is genuine insanity, half is a calculated scheme to keep her customers off balance.

LANCELET, FREEGEAR MIDWIFE – CR 5

Large LG Monstrous Humanoid (Battlechanger)
Midwife Cleric (Council of Majors) 6
XP 1,600
Init +0 **Senses** Darkvision 500 ft, lowlight vision, scent, perceive unencrypted radio, television, wifi signals, Perception +4
Languages English, Celestial, Tech-FG
Aura clerical aura

Defense
AC 17 **Touch** 9 **Flatfooted** 17 (-1 size, +8 natural)
HP 6d8 +18 hp (42 HP)
FORT +9 **REF** +4 **WILL** +10
Immune Suffocation, Vacuum
Weaknesses Cybernetic Security Risk -1

Offense
Spd 40 ft
Reach 10 ft
Melee +6 slam (1d10+1 bludgeoning, 20/x2) or +7 Fuelon Blade (1d8 slashing + 1d6 fire, 19-20/x2)
Ranged +6 spacer's blaster (2d6 fire, 20/x2, 50 ft range increment, semi auto, 12 cell)
Channel Energy 3d6 positive energy (5x/day, WILL DC 15 half)
Domains – Protection, Liberation (freedom)
Special Qualities Freeze (alt-mode), No Breath, Unhealing
Spellcasting (CL 6th Concentration +10)
Third *– cure serious wounds, prayer, protection from energy, searing light*
Second *– aid, Fuelon charge, hold person (W-DC 16), shield other, transmetalization*
First *– bane (W-DC 15), bless, lesser Fuelon charge, protection from evil, sanctuary*
Zero *– guidance, midwife's touch, stabilize, virtue*
Spell-Like Abilities (CL 6th Concentration +10)
At Will *– Cure Light Wounds (costs 1 Fuelon/usage)*

Statistics
Str 12 **Dex** 11 **Con** 15 **Int** 13 **Wis** 19 **Cha** 15
Base Atk +4 **CMB** +6 **CMD** 16
Feats Body Upgrade Surgeon, Brew Potions, Combat Expertise, Skill Focus (Craft: Mechanical), Surgery
Skills Craft (mechanical) +9, Heal +12 (+15 to treat females), Knowledge (religion) +10, Knowledge (technology) +4
Gear masterwork advanced med-kit, masterwork medkit (lifechain specific), masterwork surgical kit, Fuelon Blade (+1 *flaming* gladius), +1 Spacer's Blaster

Ecology

Environment any urban

Organization solitary or accompanying human Midwives or Covenguards or allied Battlechangers

Treasure standard (including gear)

Cybernetics

Headware – Onboard Computer, Olfactory Complex

Bodyware – Advanced Cyberlimb (right hand and arm), Shapememory Onboard Tool

Shannix Budget

Extra Fuelon Reserves (1), Feat Programming (Surgery) (2), Feat Programming (Skill Focus: Craft mechanical) (2), Racer (1), Spell-Like Technology: Cure Light Wounds (2), Special Weapon: Fuelon Blade (2)

SPECIAL ABILITIES

Demonized (EX)

Neo-Witch Midwives are demonized as babykillers and worse among the Lifers. When interacting with any character with a Lifer patron deity, Lancelet rolls 2d20 on Bluff, Diplomacy and Sense Motive checks and takes the worse result. All Midwives have performed abortions, and are always detected as such by a Neverborn's extrasensory aura.

Fuelon Reserve (EX)

Lancelet has 8 points in her Fuelon reserve. She can expend a point of Fuelon to achieve a number of results, described fully in this sourcebook's appendix.

Liberty's Blessing (SP)

Lancelet can touch a willing creature as a standard action, granting it a boon. A creature with this boon can, as a swift action, make a saving throw against a single spell or effect it is suffering from that grants a save. The DC of the saving throw is equal to the original DC of the spell or effect. If the saving throw is successful, the effect ends. This boon lasts for 1 minute or until successfully used to remove a spell or effect, whichever duration is shorter. Lancelet may use this ability up to 7x/day.

Massive Strength (EX)

Lancelet's pneumatics and artificial musculature allows her to haul enormous weights, out of proportion to her size. Her lifting, carrying and dragging limits are 20 times greater than a humanoid creature of her size. Her maximum load is 3,000 lbs.

Resilient Touch (SP)

As a standard action, Lancelet can touch an ally to grant him a +2 resistance bonus to all his saving throws for one minute. Doing so causes Lancelet to suffer a -2 penalty to all her saving throws for the same period. She may use this ability up to 7x/day.

Alt-Mode

Lancelet transforms into a sleek 22nd century racing bike with an aerodynamic, missile-like prow. She prefers the responsiveness of Kevlar-reinforced, machine stabilized tires to hover systems. Her hull is primarily crimson, with slate grey engine components and gold trim. Lancelet can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.

Classification Medium Ground Speedster

Armor Class 16

Spd 1,250 ft

Gains Superspeed Engine (alt-mode only)

Maximum Load 750 lbs

In alt-mode, Lancelet can travel at up to 10x her base landspeed (12,500 ft) when making the charge or withdraw action, but only while moving in a straight line.

NATURE

Lancelet is a Battlechanger philosopher/warrior hailing from one of Technys' smaller and more remote out colonies, a bio-steel artificial planet orbiting a pink and purple gas giant. Lancelet's home world is a place where the species evolved something like gender, as a means of perpetuating the species without access to Technys' womb-factories. Lancelet served her world as a body upgrade surgeon – rebuilding and re-configuring damaged Battlechangers, keeping them ahead of the galactic tech curve. Unlike others of her race, Lancelet's origins give her a familiarity and comfort with organic methods of reproduction; she understands technical concepts like cellular division, pregnancy and genetics, and less tangible things like romantic love, lust and marriage- concepts that tend to baffle many of her species.

When she arrived on Earth, Lancelet forged a strong alliance with the human faction she felt best represented the Freegear ideals of freedom and galactic protection: ***The Choicer Covenant***. She found her native religious traditions synergized well (or at least did not clash dramatically with) Covenant traditions, and eventually incorporated unique Covenant cyber-systems into her own alien chassis. The end result is a cutting-edge surgeon and mecha-feminist from beyond the limits of human-explored space.

Lancelet is a proud ***Neo-Witch Midwife*** who transforms into a sleek, ultra-agile light racing motorcycle. Her robot form is slender and spindly, with vaguely feminine proportions. Razor thin racing tires rise from her shoulders like pentacle crests, and give the false appearance of mass. Her entire chassis is the same shade of iridescent, glistening crimson as the Earth-built cyberlimb that replaced her right forearm. Golden Choicer runes decorate her wheel rims and the curving plates of her thigh armor.

SWAMP FOX, SCAVENGER ARMS DEALER – CR 7

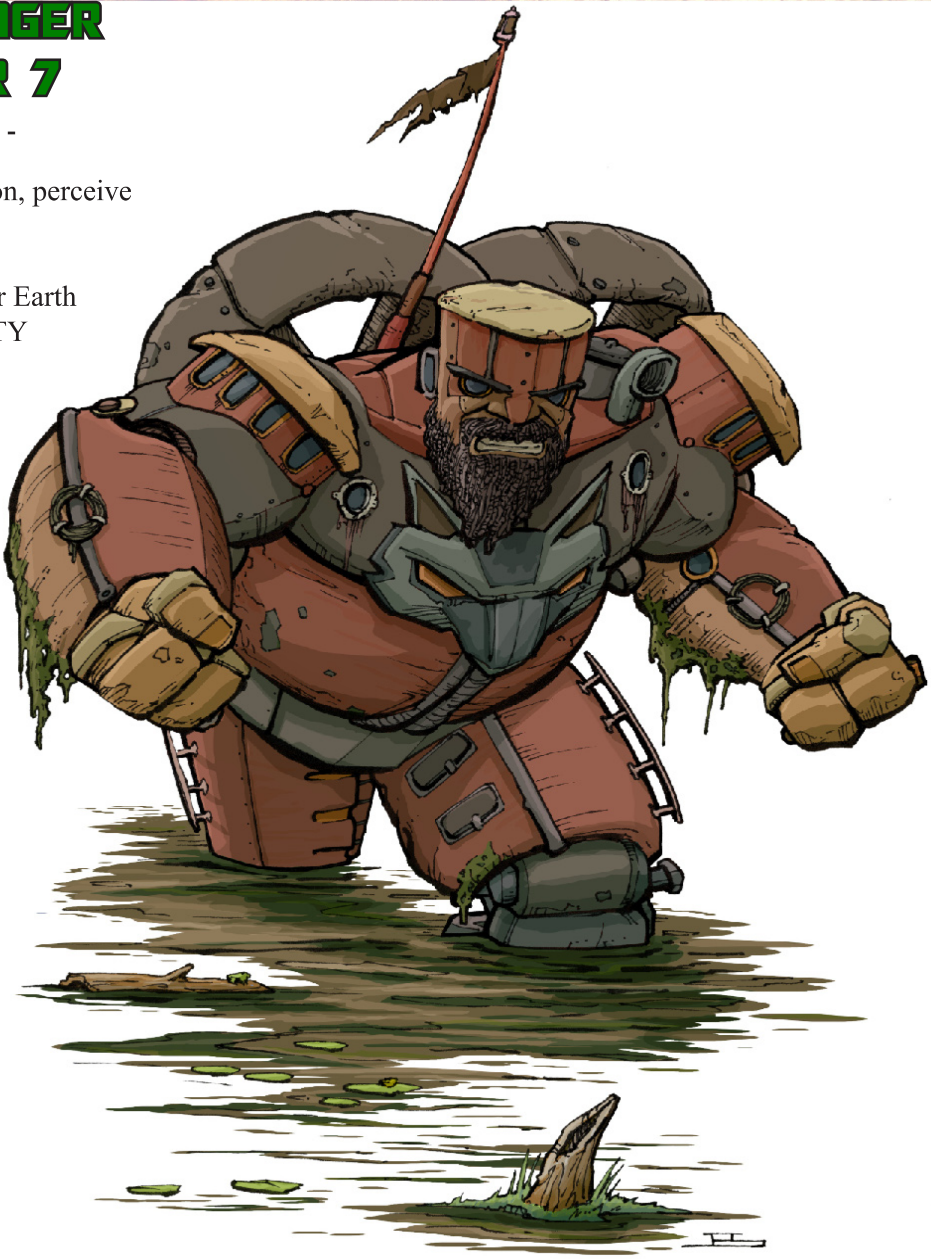
Huge CN Monstrous Humanoid (Battlechanger)
XP 3,200
Init -1 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +14
Languages English, Spanish, Cajun, a few other Earth languages, Tech-EM, Tech-FG, Tech-SV, Tech-TY

Defense
AC 19 **Touch** 7 **Flatfooted** 19 (-2 size, -1 DEX, +12 armor)
HP 9d10 +36 hp (86 HP)
FORT +9 **REF** +5 **WILL** +8
Immune Acid, rust, suffocation, vacuum
Weaknesses Cybernetic Security Risk -1, Unhealing

Offense
Spd 40 ft
Melee +12 corrosive heavy flail (1d12+5 bludgeoning plus 1d6 acid, 19-20/x2)
Ranged +7 heavy charge pulse rifle (2d8 force, 20/x3, 100 ft range increment, semi auto, 30 cell)
Special Qualities Freeze (in swamp boat alt-mode only), No Breath

Statistics
Str 19 **Dex** 8 **Con** 18 **Int** 12 **Wis** 15 **Cha** 13
Base Atk +9 **CMB** +19 **CMD** 28
Feats Body Upgrade Surgeon, Fuelon Carnivore, Great Fortitude, Power Attack, Skill Focus (craft: mechanical)
Skills Bluff +9, Craft (mechanical) +15, Diplomacy +5, Knowledge (local) +13, Perception +14 Stealth +4 (+8 in swamp terrain)
Gear *+1 corrosive heavy flail,* heavy charge pulse rifle and 2x spare cells, mwk. mechanical kit
Cybernetics
Headware – Onboard Computer
Shannix Budget
Chem Proof (1), Fuelon Regenerator (2), Triple Changer (5) *+1 corrosive heavy flail* (3)

Ecology
Environment prefers warm marshes and forests (typically found in the SE United States)
Organization usually accompanied by a gang of 2-6 Junker Mercenaries (with similar swamp boat alt modes rather than motorcycles)
Treasure standard



SPECIAL ABILITIES

Chem Proof (EX)
Swamp Fox' hull may look rusted, but weather has done all the damage to him it ever will. Swamp Fox is immune to rust effects and Acid damage.

Fuelon Convertor (EX)
Swamp Fox can absorb energy from high-capacity power sources and slowly convert this energy into Fuelon. The energy tapped becomes unavailable for other uses, which means incautious use of this talent can cause blackouts or worse.

Fuelon Reserve (EX)
The Swamp Fox has 4 points in his Fuelon reserve. He can expend a point of Fuelon to achieve a number of results, described fully in this sourcebook's appendix.

Heavy Charge Pulse Rifle (EX)
On a successful attack roll with the Heavy Charge Pulse Rifle, Swamp Fox may reroll any 1s on the damage dice once.

Massive Strength (EX)
Swamp Fox' pneumatics and artificial musculature allows him to haul enormous weights, out of proportion to his size. His lifting, carrying and dragging limits are one hundred times greater than a humanoid creature of his size. His maximum load is 35,000 lbs.

Alt-Mode

Swamp Fox can change from either alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity. Swamp Fox is a triple changer using scavenged transformation circuits to shift between three forms: robot form, a mechanical fox form, and a swamp boat form.

Swamp Fox' original (and primary) alternate mode is a fan-driven swamp boat capable of carrying massive loads across the Louisiana bayous. The boat looks poorly maintained and the hull is discolored and pitted by old rust.
Classification Huge Sea Worker
Armor Class 25
Spd Swim 50 ft
Maximum Load 175,000 lbs

Primitive Alt-Mode

Swamp Fox' secondary alt-mode is a primitive form – a gigantic combat mecha resembling a robotic fox. Its hull is just as badly maintained and timeworn as the swamp boat's.
Classification Primitive (Huge Fox)
Armor Class 21 (+2 natural)
Spd 50 ft
Gains Scent, Improved Trip
Maximum Load 35,000

In Mecha-Fox form, Swamp Fox gains a bite attack.
Alt-Mode Melee Attack
+16 bite (2d8+4 piercing, 20/x2 plus trip)

NATURE

Swamp Fox is a thoroughly untrustworthy arms dealer willing to trade with any Battlechanger that can meet his price. This greedy Scavenger has no compunctions about trading Battlechanger weapons to organic species: he's made good, solid contacts with Earth's Lifer faction, and runs guns to the Lifers…. Unlike the legendary ***Shocktread***, he's not allied with them out of regard for their religion (which Swamp Fox considers stupid in the extreme) but because the Lifers pay well for good guns, and because Swamp Fox absolutely loves the Louisiana bayous that the Lifers control. Swamp Fox takes most of his wares from the blasted, bullet-riddled corpses of Battlechanger soldiers scavenged from distant battlefields. If some of these fallen Battlechangers didn't go permanently offline until their internal systems were harvested, that doesn't concern the rogue trader all that much.

Swamp Fox is a burly mechanoid with a bristling wire beard, a style he copied from the Lifer humans he associates with frequently. His hull, in all three modes, is sun-faded, discolored and rust-pitted, but still strong. Relics of both alt-modes are visible on Swamp Fox' robotic form: vast fan blades rise behind his pauldrons, and his fox-mode skull is worn as a breast plate. Swamp Fox can be a bit charming when discussing a deal, but is capable of easy brutality. He can switch from doing a deal to doing a murder in an eye-blink, and lacks even the most rudimentary conscience.

TYRAKRON CITY COMMANDER – CR 12

Huge LE Monstrous Humanoid (Battlechanger)
XP 19,200
Init +2 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +21
Languages Draconic, Galactic Common, Infernal, Tech-FG, Tech-SV, Tech-TY
Aura Frightful Presence (60 ft, W-DC 21 plus Fearsome Violence)

Defense
AC 22 **Touch** 10 **Flatfooted** 20 (-2 size, +2 DEX, +12 armor)
HP 16d10 +96 hp (184 HP)
Fast Healing 10 (electricity)
FORT +10 **REF** +12 **WILL** +12
Immune Ballistic, Fire, Force, Slashing, critical hits, stunning, poison, fatigue/exhaustion, disease, ability score damage/drain, suffocation, vacuum
Resist Weaknesses Cybernetic Security Risk -1, Unhealing

Offense
Spd 40 ft
Melee +25/+20/+15 flaming burst ranseur (2d8+9 piercing, 20/x3)
Ranged +21 anti-matter cannon (3d10+5 energy*, 20/x2, 40 ft range increment, semi-auto) plus two +19 assault rifles (2d8+1 ballistic, 20/x2, 80 ft range increment, semi auto)
Special Qualities No Breath

Statistics

Str 26 **Dex** 15 **Con** 20 **Int** 14 **Wis** 15 **Cha** 17
Base Atk +16 **CMB** +24 **CMD** 38
Feats Cleave, Fearsome Violence, Frightful Presence, Great Cleave, Intimidating Prowess, Legend-Grade Warrior, Power Attack, Toughness, Weapon Focus (anti-matter cannon), Weapon Specialization (anti-matter cannon)
Skills Craft (mechanical) +13, Computer Use +13, Intimidate +30, Knowledge (civics, history) both at +21, Perception +21, Profession (regent) +23, Sense Motive +21
Gear *+3 anti-matter cannon of infinite ammunition, +1 flaming burst ranseur,* two *+1 assault rifles of infinite ammunition*
Cybernetics
Headware – Onboard Computer
Bodyware – Anti-Ballistic Weave, Dermal Weave, Heavy Dermal Plating
Shannix Budget
+3 anti-matter cannon of infinite ammunition (4), +1 flaming burst ranseur (3), two +1 assault rifles of infinite ammunition (4 total)

Ecology

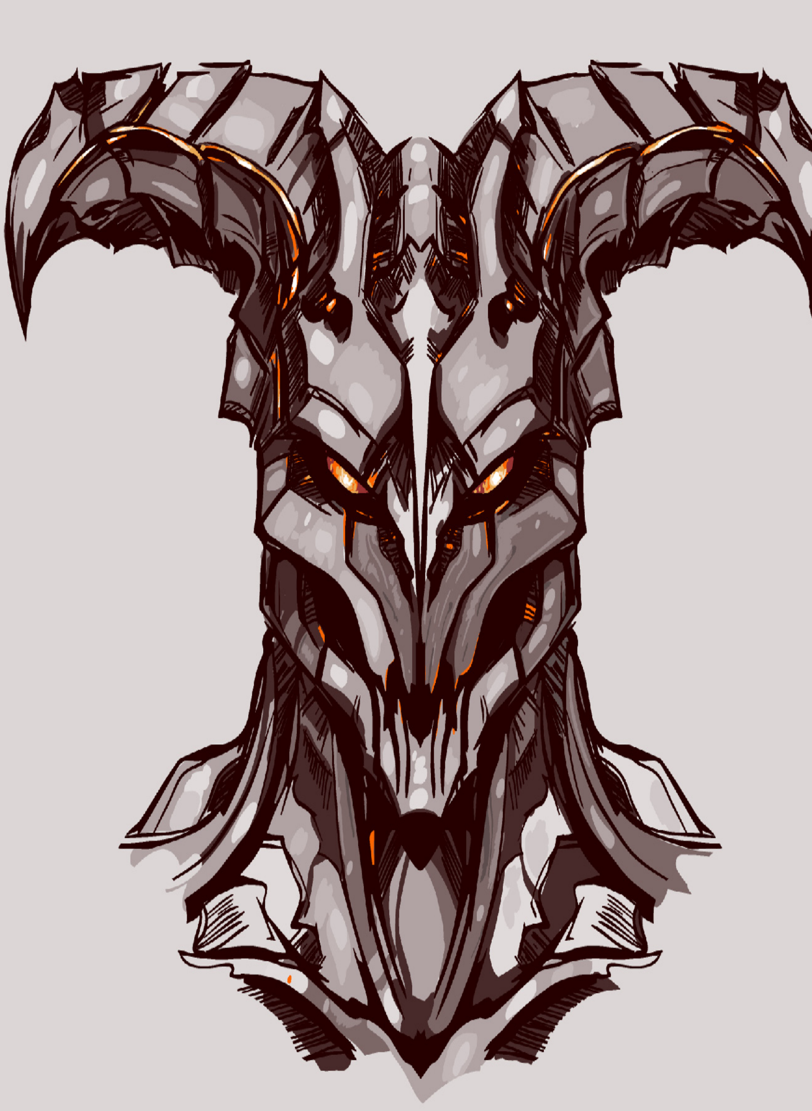
Environment any (native to ***Technys***, in Tyrakron held territory)
Organization usually accompanied by an honor guard of 4-6 Tyrakron Hunter-Killers and similar minions
Treasure double standard (including gear)

SPECIAL ABILITIES

Alloyed (EX)
The City Commander was born from the living metal of Technys and is superior to those Battlechangers assembled in factory-wombs. The City Commander recievs a +1 bonus on opposed skill checks made against Battlechangers without this trait. In addition, the City Commander receives a +3 racial bonus on attack and damage rolls against Battlechangers without this trait.

Anti-Matter Cannon (EX)
The City Commander's Anti-Matter Cannon fires blasts of energy that are of no particular type and not subject to resistance or immunity. Targets slain by the cannon are disintegrated completely, along with all their gear.

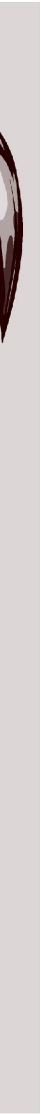
Assault Array (EX)
When in alt-mode, the City Commander can make one ranged attack with each ranged weapon he carries, each at his highest attack bonus as a full attack action.



Cobalt Enforcer (EX)
The City Commander receives a +2 trait bonus on Intimidate and Sense Motive checks made against Battlechangers.

Frightful Presence (SU)
The City Commander can inspire terror by charging or attacking. Affected creatures must succeed on a DC 21 WILL Save or become shaken, remaining in that condition as long as they remain within 60 feet of the City Commander.

The City Commander has the Fearsome Violence feat, which improves its frightful presence. Each time the City Commander kills a living creature during a particular encounter, this save DC increases by 1. Creatures within range of the City Commander frightful presence aura must succeed on a new save after each kill.



Fuelon Reserve (EX)
The City Commander has 4 points in his Fuelon reserve. He can expend a point of Fuelon to achieve a number of results, described fully in this sourcebook's appendix.

Massive Strength (EX)
The City Commander's pneumatics and artificial musculature allows him to haul enormous weights, out of proportion to her size. His lifting, carrying and dragging limits are one hundred times greater than a humanoid creature of his size. His maximum load is 92,000 lbs.

"Mercy Is Not Dispensed Here…." (EX)
The City Commander may make a coup de gras attack as an attack action against any creature that is *shaken, frightened* or *panicked*.

"Only Death!" (EX)
When the City Commander slays an opponent with a Fuelon Reserve, he regains Fuelon equal to the target's Fuelon Reserve total at the moment of death. The City Commander can store up to 5 additional points of Fuelon, in excess of his maximum Reserve as temporary Fuelon. This temporary Fuelon dissipates after one hour, if not used.

Alt-Mode

The Tyrakron City Commander can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.

The City Commander's alt-mode is a gigantic grav-tank bristling with weapons. Its hull is gleaming, dark sapphire painted over multiple layers of angular reactive armor.
Classification Huge Ground Fighter
Armor Class 24
Spd 220 ft
Maximum Load 92,000 lbs
The City Commander can make a ranged attack with all carried weapons at his highest attack bonus as a single attack action while in alt-mode.

In grav-tank mode, the City Commander suffers half damage from collisions, falls and ramming due to reinforced construction and armor.

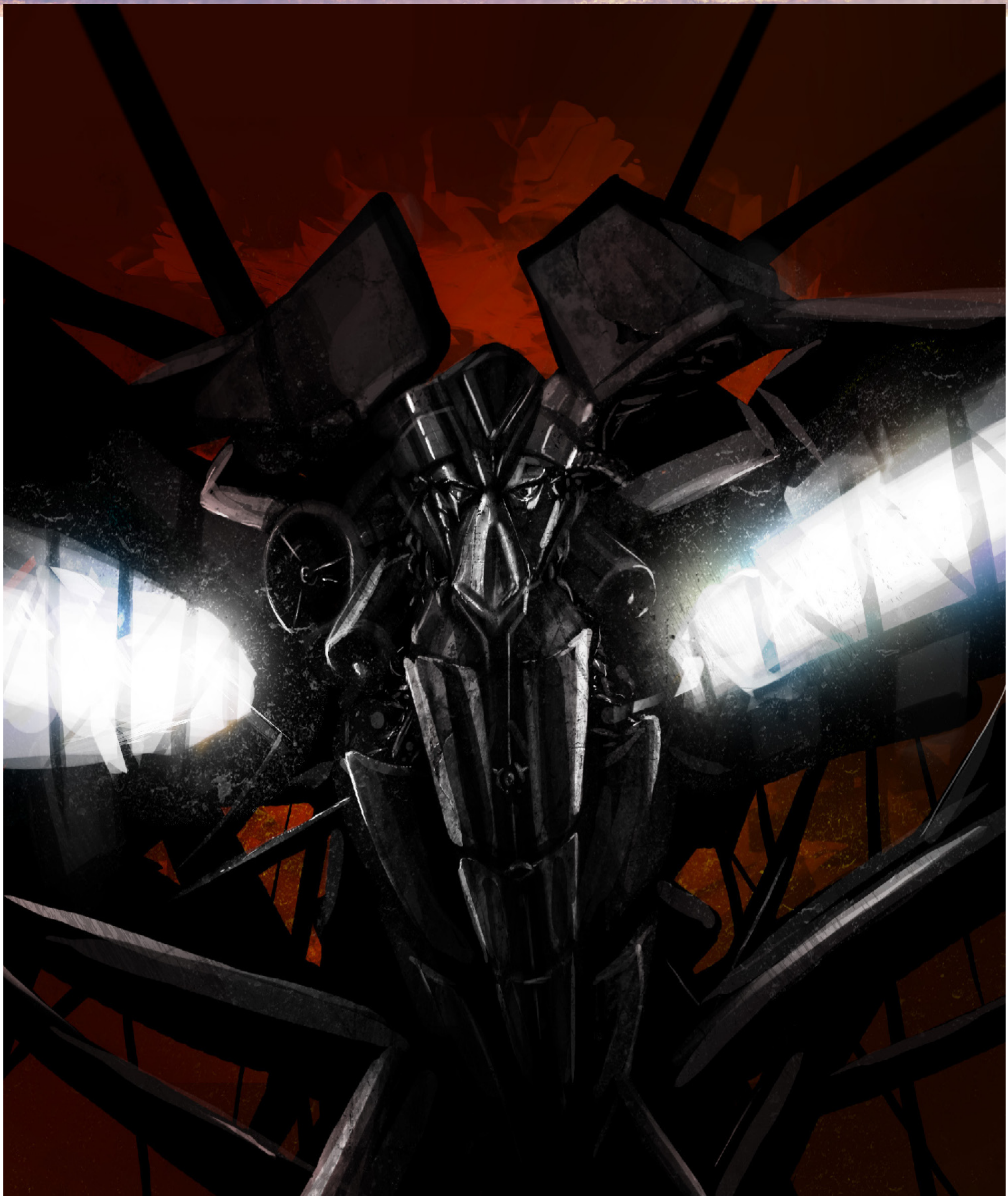
NATURE

City Commanders are cruel and legalistic warlords raised to an exalted rank within the Tyrakron Empire. Each governs a single city-state in the name of the Empire. No City Commander can control more than one territory. While they are extremely ambitious, if one attempted to take more than his share, all other City Commanders would quickly align to crush the upstart.

City Commanders are responsible for administering imperial justice, collecting and efficiently refining the city-state's resources for the glory of the ever-expanding empire. Among their chief duties is the maintenance of a civic smelting pool – a vast, superheated cauldron larger than an arena, where the Tyrakron Empire's many robotic enemies are melted down and reforged into components for loyal Battlechangers. The presence of ***Freegear*** rebels and their collaborators are a stain on a City Commander's record: fail to root out such treason, and each City Commander knows their command will end in the very smelting pit they built.

City Commanders are massive mechanoids sheathed in angular armor the rich azure of the darkening sky. Their regal blue armor is a symbol of their authority: unaligned Battlechangers know all too well the cruelty of the Tyrakron Empire's *Cobalt Enforcers.* City Commanders display elaborate cranial armor, with crests and impressive horns rising from their great helms. On their dominant hand, a massive anti-matter cannon is integrated into their gauntlet. They carry an overly elaborate, Fuelon-charged polearm, taken from the smoldering corpse-hand of the City Commander they murdered and replaced to assume their role.

TYRAKRON HUNTER-KILLER CR 9



Huge LE Monstrous Humanoid (Battlechanger) Anti-Paladin 10 (This character's alignment is a deliberate variance from the usual restriction that an Anti-Paladin must be CE.)

XP 6,400

Init +7 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +2

Languages English or one other Earth language of choice, Infernal, Tech-TY

Aura Aura of Cowardice 10 ft (suppresses immunity to fear, all creatures take -4 on saves vs fear), Aura of Evil (10th level anti-paladin)

Defense

AC 27 **Touch** 15 **Flatfooted** 20 (-2 size, +7 DEX, + 12 natural)

HP 10d10 +30 hp (90 HP)

Damage Reduction 5

FORT +14 **REF** +14 **WILL** +13

Immune Disease, Suffocation, Vacuum

Weaknesses Cybernetic Security Risk -1

Offense

Spd 40 ft Flight 120 ft (average) in robot mode

Melee +12 slam (2d8+4 bludgeoning, 20/x2)

Ranged +16 military plasma rifle (2d12 fire, 19-20/x2, 45 ft range increment, semi auto, infinite ammo)

Special Attacks Smite Good (4x/day), Touch of Corruption +12 melee touch (10d6 damage plus target is either staggered, fatigued and exhausted (F-DC 19 negates) usable 9x/day)

Special Qualities Fiendish Bond (weapon bond), No Breath, Plague Bringer, Unhealing, Unholy Resilience

Spellcasting (CL 7th Concentration +11)

Third – Vampiric Touch

Second – Eagle's Splendor, Invisibility

First – Bane (W-DC 15), Command (W-DC 15), Doom (W-DC 15)

Spell-Like Abilities (CL 7th Concentration +11)

At Will – Detect Good

- Dimension Door (costs 1 fuelon/use)
- Touch of Fatigue

Statistics

Str 18 **Dex** 25 **Con** 17 **Int** 13 **Wis** 15 **Cha** 18

Base Atk +10 **CMB** +16 **CMD** 33

Feats Dark Matter Impregnation, Deadly Aim, Far Shot, Hunter-Killer Air Superiority

Skills Bluff +17, Intimidate +17, Stealth +13

Cybernetics

Headware – Onboard Computer

Shannix Budget

Extra Fuelon (1), Spell-Like Technology (*dimension door*) (2) Spell-Like Technology (*touch of fatigue*) (1), Starflight (1), Racer (1), Robot Mode Flight (2), Special Weapon *(+2 military plasma rifle of infinite ammo)* (3)

Ecology

Environment any land or sky

Organization solitary or triad

Treasure standard (including gear)

SPECIAL ABILITIES

Fuelon Reserve (EX)
The Tyrakron Hunter-Killer has 6 points in his Fuelon reserve. He can expend a point of Fuelon to achieve a number of results, described fully in this sourcebook's appendix.

Hunter-Killer Air Superiority (EX)
The Tyrakron Hunter-Killer receives a +1 bonus to ranged attack and damage rolls as well as Armor Class as long as both he and his target are airborne.

Massive Strength (EX)
The Tyrakron Hunter-Killer's pneumatics and artificial musculature allows him to haul enormous weights, out of proportion to his size. His lifting, carrying and dragging limits are 100 times greater than a humanoid creature of his size. His maximum load is 30,000 lbs.

Smite Good (SU)
As a swift action, the Tyrakron Hunter-Killer chooses one target within sight to smite. If this target is good, the Tyrakron Hunter-Killer adds his CHA modifier (+4) on his attack rolls and adds his antipaladin level (+10) on damage rolls made against the target of the smite. If the target is an outsider with the good subtype, a good aligned dragon or a good creature with levels of cleric or paladin, the bonus to damage on the first successful attack increases to 20 points of damage. Regardless of the target, smite good attacks automatically bypass any Damage Reduction the creature may possess.

In addition, while the smite good is in effect, the Tyrakron Hunter-Killer gains a deflection bonus equal to his CHA modifier (+4) to his AC against attacks made by the target of his smite.

The smite good effect lasts until the target is slain or until the Tyrakron Hunter-Killer next rests. If the target is not good, this ability has no effect.

Alt-Mode

The Tyrakron Hunter-Killer's alt-mode is a futuristic fighter jet bristling with weapons and boasting incredible speed, not to mention limited star-flight capabilities. Hunter-Killers take great pride in their sky-dominating alt-modes and though they follow a standard model in homage to the great war leaders of their faction, they make intricate customizations to their wings and control surfaces to show individuality and augment their flying abilities. The Tyrakron Hunter-Killer can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.
Classification Huge Sky Fighter
Armor Class 29
Spd 1,250 ft
Maximum Load 30,000 lbs

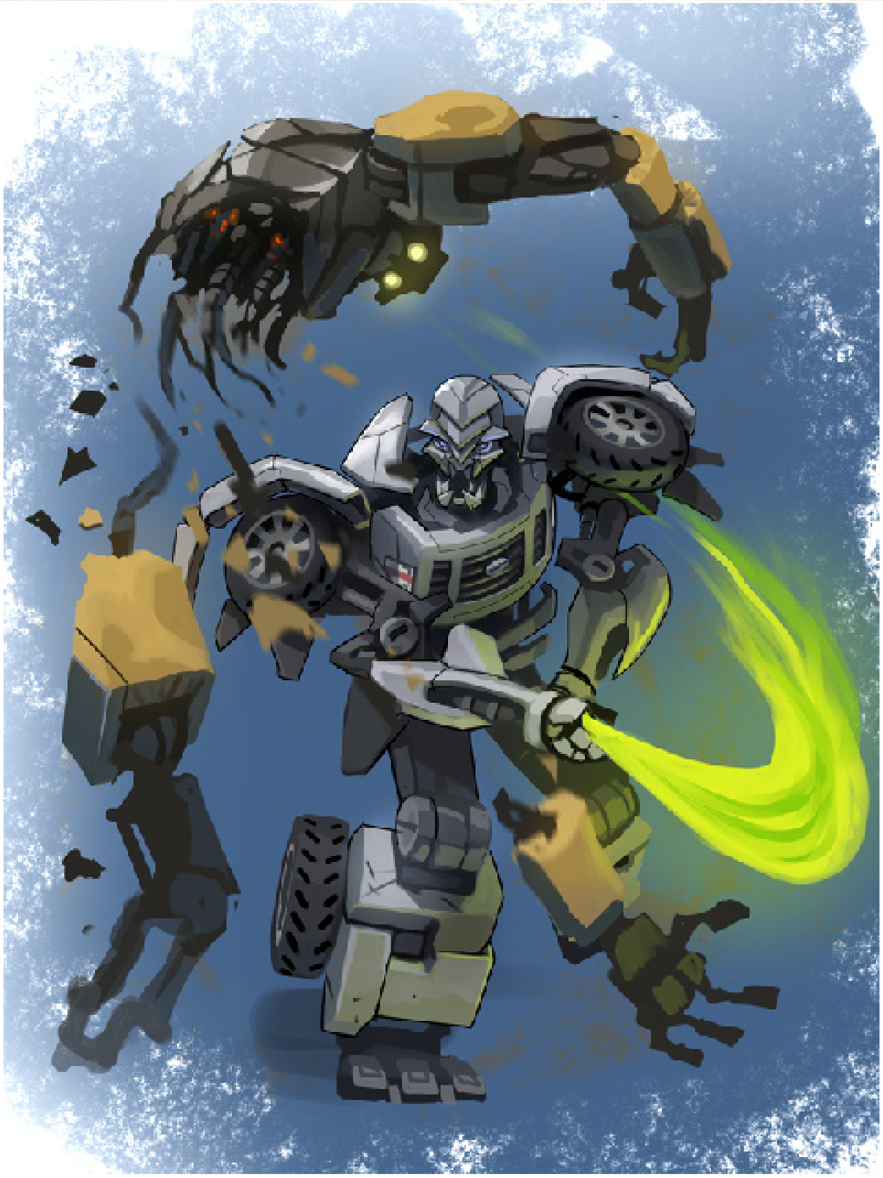
NATURE

Tyrakron Hunter-Killers are the elite of the star-spanning ***Tyrakron Empire***, pitiless airborne warriors without compare. These warriors bear the distinctive body styling of their caste: a chest mounted cockpit made from gleaming armored glass mounted between powerful turbo-jets that form a vital component of their aircraft form's propulsion system.

Imperious and cruel, Tyrakron Hunter-Killers accompany members of the Empire's ruling and religious castes as special bodyguards, or take command of vast legion of faceless ***Tyrakron Troopers*** or junior grade Hunter-Killers. These tall, powerfully built Battlechangers carry themselves with obvious pride, showing infinite disdain for lesser mechanoids, utter hatred for ***Freegear*** traitors, and complete apathy towards pathetic fleshlings. They are strutting, pompous bullies.

TYRAKRON TROOPER CR 4

Large LE Monstrous Humanoid (Battlechanger)
Warrior 6
XP 1,200
Init +3 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +9
Language Tech-TY



Defense
AC 20 **Touch** 12 **Flatfooted** 17 (-1 size, +3 DEX, +8 armor)
HP 6d10 + 6 hp (39 HP)
FORT +6 **REF** +5 **WILL** +2
Immune Suffocation, Vacuum
Weaknesses Cybernetic Security Risk -1

Offense
Spd 40 ft
Reach 10 ft
Melee + 9/+4(1d10+3 bludgeoning, 20/x2) or +10/+5 mwk. longsword (1d10+4 slashing, 19-20/x2)
Ranged +11/+6 mwk. pulse rifle (2d6+1 force, 20/x3, 100 ft range increment, semi auto, 40 cell)
Special Qualities Freeze (in alt-mode), No Breath, Unhealing

Statistics
Str 16 **Dex** 16 **Con** 12 **Int** 8 **Wis** 10 **Cha** 8
Base Atk +6 **CMB** +10 **CMD** 23
Feats Deadly Aim, Weapon Focus (pulse rifle)
Skills Perception +9
Gear mwk. longsword, mwk. pulse rifle, 2x spare cells
Cybernetics
Headware – Onboard Computer
Shannix Budget
Extra Fuelon Reserve x2 (2), Superior Attribute: STR x4 (4), Superior Attribute: DEX x4 (4)

Ecology
Environment any
Organization solitary, pair, gang (3-5) or platoon (8-12) often commanded by a higher ranking Tyrakron officer
Treasure incidental (including gear)

SPECIAL ABILITIES

Fuelon Reserve (EX)
Tyrakron Troopers have 10 points in their Fuelon reserve. They can expend a point of Fuelon to achieve a number of results, described fully in this sourcebook's appendix.

Massive Strength (EX)
A Tyrakron Trooper's pneumatics and artificial musculature allows them to haul enormous weights, out of proportion to their size. Their lifting, carrying and dragging limits are 20 times greater than a humanoid creature of their size. Their maximum load is 4,600 lbs.

Choose One Alt-Mode
Tyrakron Troopers can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity. Tyrakron Troopers usually assume one of three standardized alt-modes. Statistics for each are given below.

Classification Large Ground Speedster
Troopers of this classification become intimidating, dark luxury sedans with blade-like lines and an aggressive style.
Armor Class 18
Spd 1,000 ft
Gains Superspeed Engine (alt-mode only)

Maximum Load 1,150 lbs
In alt-mode, the Tyrakron Trooper can move at up to 10x its base land speed when using the charge or withdraw actions, but only when moving in a straight line.

Classification Huge Ground Worker
Troopers of this classification become bulky super-duty dark pickup trucks. Their blades become cattle catchers and brush guards bolted to the snarling engine compartment.
Armor Class 25
Spd 100 ft
Maximum Load 23,000 lbs
Replace this robot's *masterwork longsword* with a *+2 keen longsword.*

Classification Huge Ground Defender
Troopers of this classification become dark armored vans. Their dense, squared off armor in vehicle form provides them with superior armor and a tac-shield in robot mode.
Armor Class 33
Spd 150ft
Maximum Load 4,600 lbs
The robot is treated as having *+1 natural armor* and a *+2 tactical shield*. This robot's armor class in robot mode is 26 (-1 size, +3 DEX, +9 armor +5 shield).

NATURE

The Freegear refer to the faceless, barely sentient, mass produced Tyrakron ground infantry as "Generic-Krons". The ***Tyrakron Empire*** can field endless legions of these competent, but undistinguished troopers. Such mechanical warriors are made to order in vast womb-factories that are considered high-security Tyrakron assets, to be protected at all costs.

In robot mode, these warrior drones have a basically humanoid body plan, reinforced with external armor plating and vehicle alt-mode components worn as decorations. Their hulls are dark, matte colors maintained to exacting military standards. Most have featureless, fully robotic heads rather than more complex, humanistic faces. The Tyrakron Troopers can't afford either the extra processing power an articulated face plate demands, nor the cost of expensive facial components, so they make do with bare optics shielded behind armor plate.

COLONIZER TEAMS

Colonizer Teams are vat-grown Anthro soldiers often cloned *en masse* by galactic megacorps. These hybrid soldiers are used for the initial scouting and pacification of colony worlds – they are bred for capability and intelligence, but are considered far more expendable than human explorers. Colonizer Anthros are considered indentured property of the megacorp that bred them.

Colonizer Teams can easily be reskinned as additional living troops in the ***Nazarhak Horde.*** You can swap their existing melee weapons for a masterwork gladius (as that is very much a symbol of the Horde), or leave them as is. All Horde members add Infernal to their list of languages known, and most are lawful evil. Alternatively, Colonizer Teams can be used to represent the armed forces of an Anthro society, whether that is a free-state, a large independent nation, an Anthro planet, even an all-Anthro space sector.

COLONIZER FIRETEAM LEADER – CR 7

Medium N Humanoid (Anthro)*
XP 3,200
Init +1 **Senses** Darkvision 60 ft, Lowlight vision, scent, Perception +15
Languages English, Galactic Common, either Furroar or Clomp

Defense
AC 22 **Touch** 14 **Flatfooted** 18 (+3 DEX, +1 dodge, +8 equipment)
HP 10d8 +30 hp (110 HP)
FORT +10 *(+14 vs poison)* **REF** +6 **WILL** +5
Immune Ballistic damage, suffocation, radiation, vacuum (space suit)
Weaknesses Cybernetic Security Risk -1

Offense
Spd 35 ft
Melee two +11 claws (1d6+4 slashing, 20/x2)
Ranged +11 *lesser designating next-gen 5.7mm SMG* (2d6+1 ballistic, 20/x3, 40 ft range increment, full auto, infinite ammo)
Special Qualities No Breath (space suit)
Psi-Like Abilities (ML 10th Concentration +12)
At Will – know direction and location
- sense link (affects other Colonizer characters only)

3x/day – battlesense

200 CARTRIDGES
7.62 MM, M13
CARTONS,
1 M62-4 M80
LC-93C602 L030

Statistics
Str 18 **Dex** 16 **Con** 16
Int 15 **Wis** 14 **Cha** 9
Base Atk +7 **CMB** +5
CMD 16
Feats Aircraft Operations, Combat Reflexes, Dodge, Mobility, Point Blank Shot, Psionic Shot, Run, Shot on the Run
Skills Craft (mechanical) +10, Knowledge (tactics) +15, Perception +15, Pilot +11, Stealth +16, Survival +15

Gear MP tactical body armor, *lesser designating next-gen 5.7mm SMG of infinite ammo*, and 1d6+1 spare clips (for use by subordinates), canteen, machete, survival kit (bedroll, tent, rations, water purifier and other gear)
Cybernetics
Headware **–** Onboard Computer
Bodyware – Anti-Ballistic Body Weave

Ecology
Environment any
Organization accompanied by 2d6 Colonizer Infantry subordinates, sometimes accompanying Zookeeper squads or other military leadership
Treasure standard (including gear)

SPECIAL ABILITIES

Collective (Ps)
The Colonizer Fireteam Leader can form a psionic collective as a Tactician of its HD and may include up to three creatures in this collective.

Coordinated Firepower (EX)
If within 30 ft of any Colonizer Infantry character, the Colonizer Infantry will hold its action to make a ranged attack against the same target the Fireteam Leader makes a ranged attack against. In this case, total the damage inflicted by all successful ranged attacks by allied Colonizers prior to applying damage reduction or other methods to reduce the resulting ballistic damage.

Fireteam (EX)
The Colonizer Fireteam is trained to command a disciplined pack of Anthro supersoldiers and is an expert at small-unit tactics. When within 30 ft of any other Colonizer troop, the Colonizer Fireteam Leader receives a +1 insight bonus on ranged attack rolls and Armor Class.

If multiple Colonziers are exposed to an effect that requires a REF Save while within range of one another, all Colonizers make separate REF Saves. If any Colonizer succeeds on this saving throw, they are all considered to have made the saving throw.

Superior Genome (EX)
The Colonizer Fireteam Leader is a product of cutting-edge military genetics programs. The Colonizer Fireteam Leader receives a +4 racial bonus on FORT Saves against poison, and receives maximum Hit Points with each Hit Die.

NATURE

Colonizer Fireteam Leaders are specially bred Anthro soldiers with years of frontline combat experience and extensive command training. Unlike the indentured Infantry under their command, most Fireteam Leaders are free Anthros who have repaid their indenture. Fireteam Leaders earn shares of mega-corp stock and are entitled to a small percentage of any given mission's profits.

Colonizer Fireteam Leaders are genetically engineered to serve as psi-capable 'communications hubs' for their squad, using a combination of military expertise and useful psi-gifts to act as a force multiplier to their units. Most have the equivalent of a college degree in military history, tactics and police training, and are versed in intelligence collection, mechanics and piloting over and above their role as riflemen.

This particular Colonizer Fireteam Leader is derived from lynx stock, and is especially comfortable on desert worlds, steepes and open plains.

COLONIZER INFANTRY – CR 3

Medium N Humanoid (Anthro)*
XP 800
Init +1 **Senses** Lowlight vision, scent, Perception +8
Languages English, Galactic Common, either Furroar or Clomp

Defense
AC 20 **Touch** 12 **Flatfooted** 18 (+1 DEX, +1 dodge, +8 equipment)
HP 3d8 +12 hp (36 HP)
FORT +7 *(+11 vs poison)* **REF** +2 **WILL** +3
Immune suffocation, radiation, vacuum (space suit)
Weaknesses Cybernetic Security Risk -1

Offense
Spd 35 ft
Melee +5 gore (1d10+3 piercing, 20/x3)
Ranged +4 next-gen 5.7mm SMG (2d6+1 ballistic, 20/x3, 40 ft range increment, full auto, 18 box)
Special Qualities No Breath (space suit)

Statistics
Str 16 **Dex** 13 **Con** 18 **Int** 11 **Wis** 14 **Cha** 9
Base Atk +2 **CMB** +5 **CMD** 16
Feats Dodge, Point Blank Shot, Run
Skills Perception+8, Survival +8
Gear MP tactical body armor, next-gen 5.7mm SMG and 1d6+1 spare clips, canteen, machete, survival kit (bedroll, tent, rations, water purifier and other gear)
Cybernetics
***Headware* –** Onboard Computer

Ecology
Environment any
Organization pair or fire team (2d6 + one Colonizer Fireteam Leader), sometimes accompanying Zookeeper squads or other military leadership
Treasure standard (including gear)

SPECIAL ABILITIES

Fireteam (EX)
The Colonizer Infantry is trained to work as part of a disciplined pack of Anthro supersoldiers and is an expert at small-unit tactics. When within 30 ft of any other Colonizer troop, the Colonizer Infantry receives a +1 insight bonus on ranged attack rolls and Armor Class.

If multiple Colonizers are exposed to an effect that requires a REF Save while within range of one another, all Colonizers make separate REF Saves. If any Colonizer succeeds on this saving throw, they are all considered to have made the saving throw.

Superior Genome (EX)
The Colonizer Infantry is a product of cutting-edge military genetics programs. The Colonizer Infantry receives a +4 racial bonus on FORT Saves against poison, and receives maximum Hit Points with each Hit Die.

NATURE

When a habitable world is discovered, and the mega-corps running the galaxy want to see if it is truly suitable for human colonization, they send in a first wave of Anthro Colonizers. Colonizer Infantry are extremely well-trained and equipped Anthro super-soldiers. These uplifted animals can thrive in the harshest environments and erect forward operating bases and terraforming equipment for later human colony attempts. They are also well armed and tough enough to fend off pirate raids, Lifespawn incursions and other galactic hazards in the process.

Colonizer Infantry are powerful Anthro hybrids. Morphology varies widely, but usually powerful animal types, such as deer, horse and great cats are preferred: this particular Anthro is uplifted from ibyx and whitetail deer stock. Their platoons are sexually integrated, and those who display superior performance and battlefield efficiency are allowed to breed with other top-tier squaddies. Offspring are taken by the patron mega-corp soon after they are weened, force-grown to adult hood while receiving deep-brain skill downloads before being assigned to other Colonizer Infantry platoons.

COLONIZER SNIPER – CR 4

Small N Humanoid (Anthro)*
XP 1,200
Init +5 **Senses** Darkvision 60 ft, Lowlight vision, scent, Perception +11
Languages English, Galactic Common, either Furroar or Fursong

Defense
AC 20 **Touch** 12 **Flatfooted** 18 (+1 size, +5 DEX, +2 equipment)
HP 5d8 +5 hp (45 HP)
FORT +2 *(+6 vs poison)* **REF** +9 **WILL** +4
Immune suffocation, radiation, vacuum (space suit)
Weaknesses Cybernetic Security Risk -3

Offense
Spd 35 ft
Melee +3 unarmed strike (1d3 non-lethal, 20/x2)
Ranged +11 Barret light .50 sniper rifle (2d12+1 ballistic plus 1d6 fire, 20/x2, 120 ft range increment, single shot, 11 box)
Sneak Attack +2d6
Special Qualities No Breath (space suit)

Statistics
Str 11 **Dex** 20 **Con** 13 **Int** 12 **Wis** 17 **Cha** 9
Base Atk +3 **CMB** +3 **CMD** 18
Feats Deadly Aim, Dodge, Far Shot, Precise Shot, Point Blank Shot
Skills Perception +11, Stealth +21, Survival +11
Gear light tactical vest, ghile suit, +1 flaming Barret light .50 sniper rifle and 4x spare magazines, canteen, machete, survival kit (bedroll, tent, rations, water purifier and other gear)
Cybernetics
Headware **–** Onboard Computer, Advanced Cyber-Optics, Targeting Optics +2

Ecology
Environment any
Organization always accompanying a Colonizer Fireteam, never found solo except in extremis
Treasure standard (including gear)

SPECIAL ABILITIES

Fire From Cover (EX)
When firing from any area of improved concealment or cover, the Colonizer Sniper increases the critical threat range of her sniper rifle to x4. She may make a Stealth check to hide again immediately after firing at a -10 penalty.

Fireteam (EX)
The Colonizer Sniper is trained to work as part of a disciplined pack of Anthro supersoldiers and is an expert at small-unit tactics. When within 30 ft of any other Colonizer troop, the Colonizer Sniper receives a +1 insight bonus on ranged attack rolls and Armor Class.

If multiple Colonziers are exposed to an effect that requires a REF Save while within range of one another, all Colonizers make separate REF Saves. If any Colonizer succeeds on this saving throw, they are all considered to have made the saving throw.

Ranged Sneak Attack (EX)
The Colonizer Sniper may make Sneak Attacks with her sniper rifle, so long as she attacks a target within her weapon's first range increment.

Superior Genome (EX)
The Colonizer Sniper is a product of cutting-edge military genetics programs. The Colonizer Infantry receives a +4 racial bonus on FORT Saves against poison, and receives maximum Hit Points with each Hit Die.

NATURE

Colonizer Snipers are lightly armored, petite Anthro soldiers who serve as advanced scouts and long-ranged firepower. Usually only a single Sniper is assigned to a Colonizer Fireteam, and this Sniper is ranked as a senior NCO in the squad.

Colonizer Snipers are genetically engineered for superior senses and hand-eye coordination. They are typically the smallest, lightest and least physically strong members of the squad, though they retain the exemplary level of physical fitness expected of all Colonizers. Their natural eyes are replaced with advanced cyber-prosthesis with built in targeting. This particular Colonizer Sniper is a small-bodied rat Anthro.

SKINNER BOX
CR 9

Huge LE Construct (human)
XP 6,400
Init +8 **Senses** Darkvision 90 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +15
Languages Clomp, English, Fursong, Furroar, Shipper Patois, possibly 2-3 other languages of choice

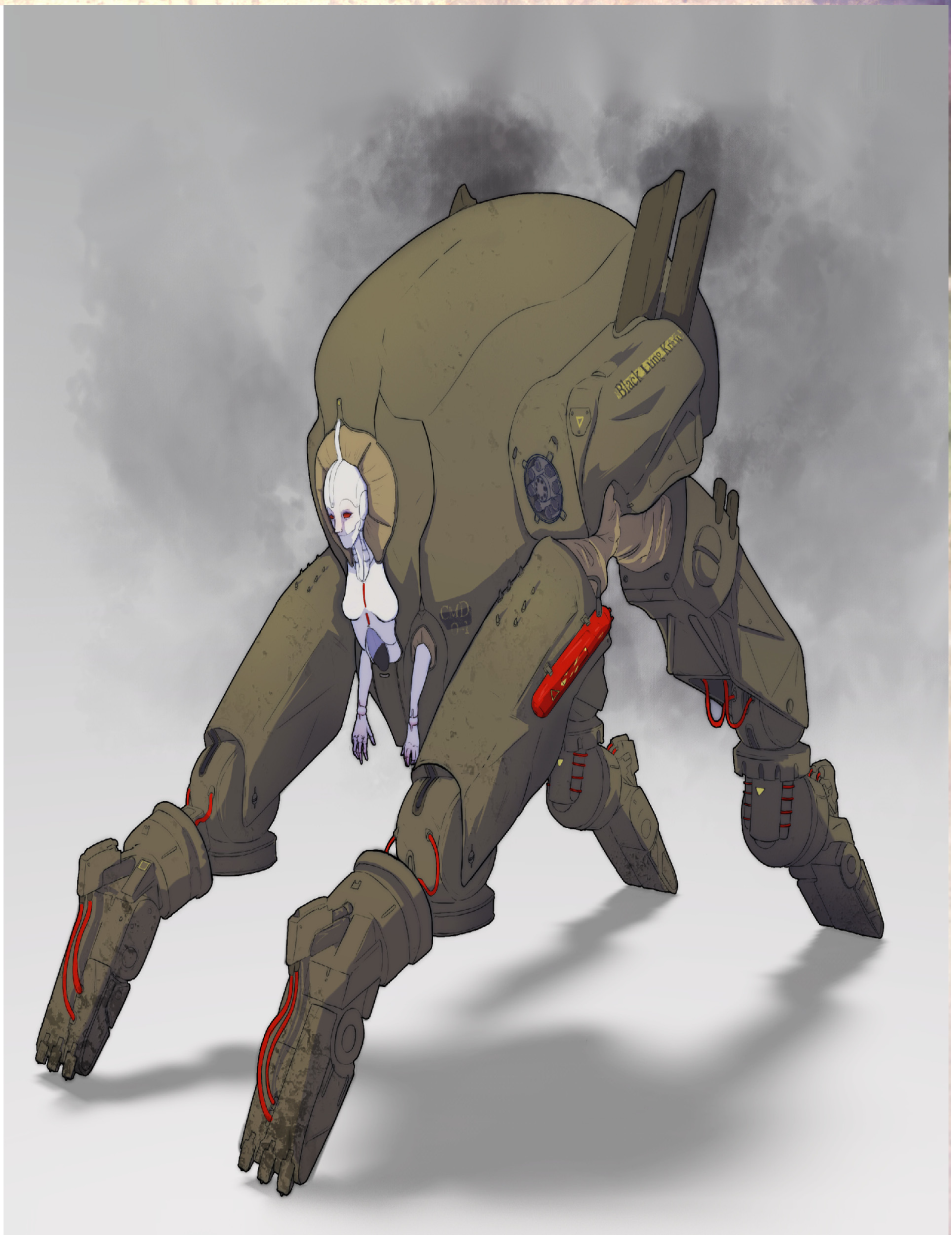
Defense
AC 21 **Touch** 13 **Flatfooted** 17 (-2 size, +4 DEX, +1 dodge, +8 natural)
HP 12d10 +40 hp (118 HP)
Damage Reduction 5/magic
FORT +4 **REF** +8 **WILL** +7
Immune construct immunities

Offense
Spd 60 ft
Melee two +16 electro-shock slams (1d12+6 bludgeoning plus 1d6 electrical plus *paralysis* 1 round, F-DC 16 negates, 20/x2)
Ranged two +14 integral tasps (3d6 pleasure, 20/x2, 50 ft range increment)
Spell-Like Abilities (CL 12th Concentration +15)
At Will – bleed (F-DC 14)
- stabilize
- stunning orgasm (W-DC 15)

3x/day – cure serious wounds
1x/day – breath of life

Statistics
Str 22 **Dex** 18 **Con** – **Int** 16 **Wis** 16 **Cha** 12
Base Atk +12 **CMB** +20 **CMD** 34 (38 vs bulrush and trip)
Feats Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack, Surgery
Skills Acrobatics +16 (+22 jump), Heal +15, Intimidate +13, Knowledge (behavioral sciences) +15, Perception +15, Sense Motive +15

Ecology
Environment any
Organization always part of an organized Anthro-control/containment squad. Often employed alongside Zookeepers or similar troops, and forms an important part of Dr. Moreau's command staff
Treasure incidental



SPECIAL ABILITIES

Conditioning (EX)
If the Skinner Box uses its *breath of life* spell-like ability to restore an Anthro to life, that creature gains the *Surgical Scars* disadvantage, but does not gain an additional Gift of Nature.

NATURE

Skinner Boxes are high grade, genius-system AI uploaded into a powerful and extremely nimble combat mecha chassis. Sadistic, efficient and highly legalistic, Skinner Boxes are tasked with the training and discipline of new born or freshly decanted Anthros. In addition to their obvious utility as taskmasters and slave-breakers, Skinner Boxes are programmed with doctorate-level medical training, and often pull double duty as surgical assistants. ***Dr. Jeska Moreau*** employs more than a dozen Skinner Boxes on her private archipelago, and her vast population of Anthro slaves have learned to fear these emotionless robots almost as much as they do the Doctor herself.

Skinner Boxes have a simplified, arthropod-like body plan, designed for extreme agility. Normally the mecha walk daintily, but when they need to cover ground, they hop as agilely as a locust. One can leap decisively into combat- to break up a fight or an incipient slave rebellion faster than even the fastest Anthro can react. Av-gas turbo engines in the legs take over from the central fusion reactor when ultra-fast reactions are required.

Their chassis is crowned by an articulated android torso and imperious metallic face; these features are designed to train Anthro slaves to immediately obey human and near-human masters. Skinner Boxes are designed with an assortment of less-lethal and psycho-active weapon systems. The robot's massive forepaws are equipped with a high voltage taser system capable of inducing paralyzing seizures. Tasp blasters built the eyes of the humanoid android face deliver a lethal and potentially addictive burst of pleasure.

SPLICE HUNTER – CR 5

Medium LE Humanoid (Anthro) Rogue 5

XP 1,600 (ad hoc XP adjustment due to superior gear & extensive cybernetics)

Init +5 **Senses** Darkvision 60 ft, lowlight vision, scent Perception +9

Languages English, Furroar, Fursong, Galactic Common

Defense

AC 21 **Touch** 16 **Flatfooted** 15 (+5 DEX, +1 dodge, +2 natural, +3 armor)

HP 5d8 +5 hp (31 HP)

Fast Healing 2

FORT +2 **REF** +9 **WILL** +4

Immune Ballistic damage

Resistance Pleasure 10

Defensive Abilities Evasion, Uncanny Dodge, Trapfinding, Trap Sense +1

Weaknesses Cybernetic Security Risk -2

Offense

Spd 30 ft

Melee +4 collapsible baton (1d6+1 bludgeoning, 19-20/x2)

Ranged +11 Tasp pistol (3d4 pleasure, 20/x2, 25 ft range increment, semi-auto, 12 cell)

Sneak Attack +3d6

Statistics

Str 13 **Dex** 20 **Con** 12 **Int** 14 **Wis** 13 **Cha** 12

Base Atk +3 **CMB** +4 **CMD** 19

Feats Dodge, Combat Reflexes, Iron Heart, Iron Will, Point Blank Shot, Quickdraw, Urban Tracking

Skills Bluff +7, Computer Use +6, Diplomacy +5, Drive +9, Knowledge (local) +9, Intimidate +6, Perception +9, Stealth +13

Gear pair of mwk. Tasp pistols with 6x spare cells, collapsible baton, utility bodystocking

Cybernetics
Headware – Attack Barrier +4, Onboard Computer, Targeting Implant +2, Feat Implant (Iron Will), Feat Implant (Iron Heart) Feat Implant (Point Blank Shot)
Bodyware **–** Anti-Ballistic Body Weave, Haste Implant, Cybernetic Power Supply x2

Ecology
Environment any urban
Organization usually solitary, sometimes accompanying Zookeepers or other Anthro-warfare experts
Treasure standard (including gear)

SPECIAL ABILITIES

Haste Implant (EX)
The Splice Hunter can activate her Haste Implant as a swift action, allowing her to act as if *hasted* for up to ten rounds per activation. However, she is *exhausted* for one minute per round spent *hasted* when the effect ends. The Splice Hunter cannot activate this implant when *exhausted.*

Iron Heart (SU)
The Splice Hunter can never be compelled to a sexual act against her will. She is immune to any form of mind-influencing effect that would compel or influence sexual behavior or a sexual response. Whether or not the Splice Hunter is immune to a specific ability depends on context. For instance, she is immune to *charm person* if the spell would compel her to sexual behavior with the caster or one of the caster's allies, but not if the same *charm* merely compelled her to drop her weapon and surrender.

Slow Reactions (EX)
Opponents damaged by the Splice Hunter's sneak attack cannot make attacks of opportunity for one round.

Tracking Software (EX)
The Splice Hunter is aware of the current position of all Anthros with the *Traceable* Disadvantage within one mile of her position. The Splice Hunter gains a +1 insight bonus on ranged attack and damage rolls against Anthros with this disadvantage.

NATURE

Custom-bred Anthros slaves can be worth millions to the right buyer, and when an enslaved Anthro makes a freedom run, the galactic mega-corps that created the species dispatch Splice Hunters to drag their property back. Splice Hunters are elite Anthro soldiers specifically engineered, trained and armed to hunt their own kind. A combination of genetic engineering and cyber-augmentation makes Splice Hunters far tougher and more durable than their slender frames would suggest. Splice Hunters are competent urban trackers and fugitive hunters, and are superbly equipped. The headware in their brain is continually updated with a running tally of escaped Anthros and their last known positions. Splice Hunters are brusque but polite to most civilians, utterly deferential to humans above a certain financial plateau and coldly fascistic when dealing with Anthro runaways.

Neural conditioning and hormonal locks prevent an escaped Anthro from using the species' legendary sexual charisma against their pursuers. Splice Hunters are engineered for asexuality and lack sexual response – sexual and romantic urges are sublimated into engineered obsessive-compulsive behaviors. Splice Hunters themselves use pleasure-based psi-weapons, knowing few Anthros have the strength of will necessary to resist these mind-destroying weapons.

ZOOKEEPER – CR 6

Medium LE Humanoid (human) Fighter 7
XP 2,400
Init +1 **Senses** Darkvision 60 ft, Perception +11
Languages English or Galactic Common, plus 1d3 other languages of choice

Defense
AC 25 **Touch** 11**Flatfooted** 24 (+1 DEX, +10 armor, +4 shield)
HP 7d10+21 hp (64 HP)
FORT +8 **REF** +3 **WILL** +5
Defensive Abilities Bravery +2
Immune *blindness, dazed, stunned*
Weaknesses Cybernetic Security Risk -3

Offense
Spd 20 ft (30 ft unarmored)
Melee +10/+5 *sick stick* (1d6+4 bludgeoning, 20/x2 plus *nausea* 1d6 rounds, FORT DC 10 + damage inflicted negates)
Ranged *+9 Anthro-bane Glock 17* (2d6+1 ballistic, 20/x2, 30 ft range increment, 17 box)

Statistics
Str 16 **Dex** 13 **Con** 17 **Int** 11 **Wis** 12 **Cha** 11
Base Atk +7 **CMB** +10 **CMD** 21
Feats Cleave, Disruptive, Improved Shield Bash, Intimidating Prowess, Iron Will, Power Attack, Step Up
Skills Intimidate +13, Knowledge (local) +10, Perception +11*(+13 on sight-based Perception)*
Gear *+1 forced entry unit, +1 tactical shield, +1 sick stick, +1 Anthro-bane Glock 17* and 4x spare clips, smartphone
Cybernetics
Headware – Onboard Computer, Advanced Cyberoptics, Nightvision Optics, Recoil Dampening Brain Case, Sensory Shield, Targeting Optics +1

Ecology
Environment any urban
Organization solitary, pair, or squad (commanding 4-6 Fighters 3-4 and several Anthro slave troops)
Treasure standard (including gear)

SPECIAL ABILITIES

Ranged Hatred (EX)
Zookeepers receive a +1 morale bonus on ranged attack and ranged weapon damage rolls against creatures with any of the following subtypes: Anthro, Mutant or Psionic.

Sick Stick (EX)
Any target struck by the Zookeeper's Sick Stick takes 1d6 points of bludgeoning damage and must succeed at a FORT Save (DC 10 + damage inflicted) or be *nauseated* for 1d6 rounds.

NATURE

Anthros are enslaved upon multiple planets throughout the infinite multiverse, mass-produced in sterile wombtanks by soulless mega-corporations. Sold as commercial product, these enslaved Anthros are trained on vast, isolated prison-campuses, having the docility that wasn't bred into them genetically beat into them with police-issue sick sticks.

Zookeeper squads get far more field experience than the corp-sponsored media ever reports, so not to ruin the corps' status as eco-friendly and socially responsible. Zookeepers are deployed alongside military units as crowd-control assets, or used to put down abortive rebellions in the slave kennels.

The Zookeeper described above is an elite, veteran riot squad commander. Over the years, this decorated, dispassionate warrior has undergone extensive cybernetic augmentation: his eyes are visibly inhuman cameras for extra intimidation factor. The Zookeeper expects immediate obedience from his men and enslaved Anthros, and any reluctance to follow one of his commands is met with a quick blow from his sick stick.

Ordinary Anthro-control troops are similarly built *Fighters 3-4* who wear and carry similar, non-magical versions of the above gear and lack most of the Zookeeper's cybernetic headware.

MECHA

These goliath combat robots stride the galaxy's battlefields as some of the most impressive war machines ever invented. Bristling with weapons and often displaying unique and unpredictable characteristics, mecha blend the firepower and durability of main battle tanks with the flexibility of humanoid infantry. In addition to these standard, often human-built designs, other species might field similar mecha that differ only in cosmetic details.

MECHA ACE – CR 10

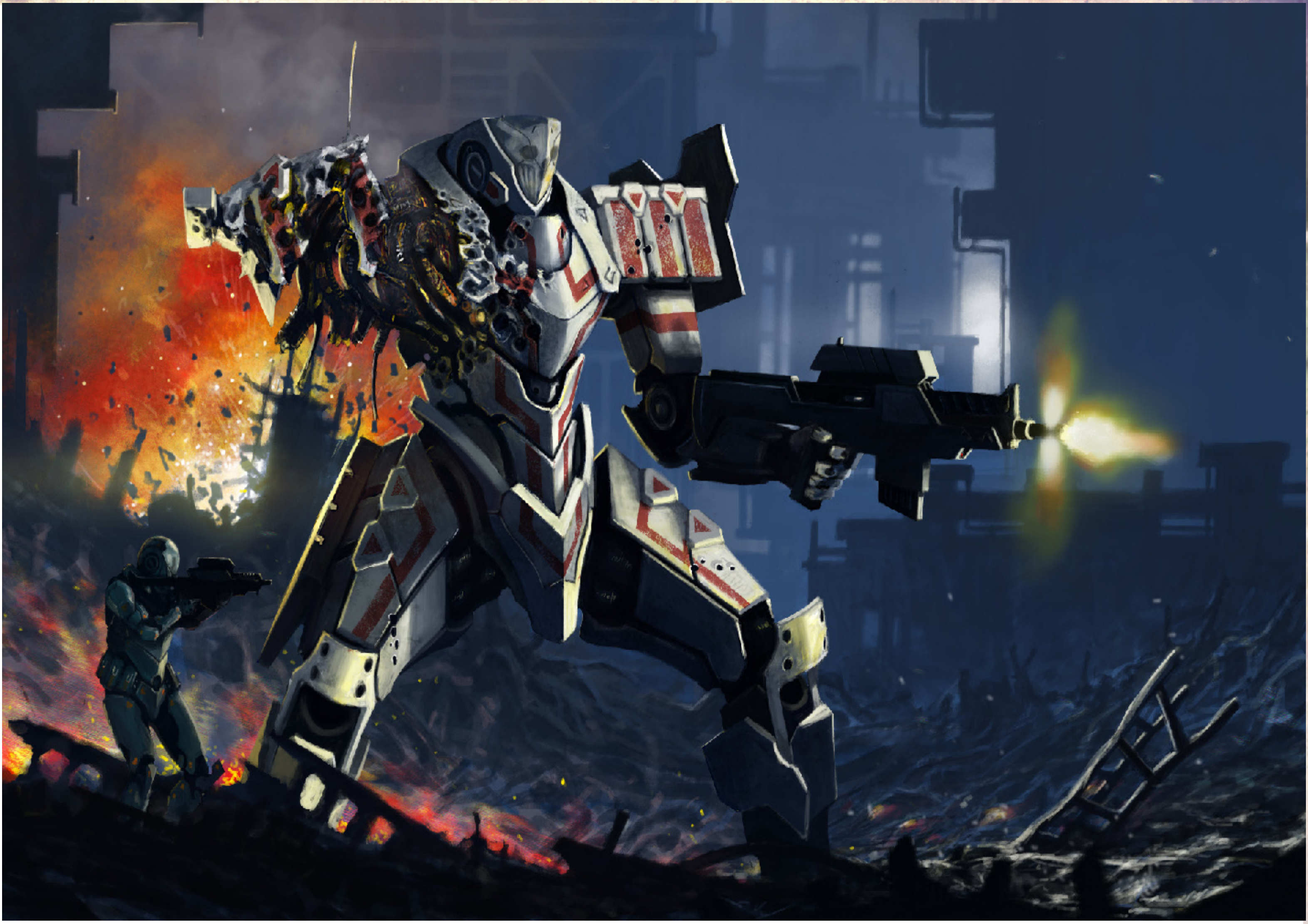
Medium **LN** *Humanoid (human)*
XP 9,600
Init +4 **Senses** Lowlight vision, Perception +21
Languages **Galactic Common, one or two Earth languages of choice**

Defense
AC 17 **Touch** 15 **Flatfooted** 12 (+4 DEX, +1 dodge, +2 armor)
HP 15d8 +15 hp (83 HP)
FORT +6 **REF +13 WILL +8**
Defensive Abilities Evasion, Uncanny Dodge
Immune radiation
Weaknesses Cybernetic Security Risk -0

Offense
Spd 30 ft
Melee +12/+7 baton (1d4+1 bludgeoning, 20/x2)
Ranged +16/+11 ion pistol (2d6 electrical, 20/x2, 10 ft range increment, semi-auto)

Statistics
Str 13 **Dex 19 Con** 12 **Int 14 Wis 17 Cha 16**
Base Atk +11 CMB +12 **CMD** 26
Feats Combat Reflexes, Dodge, Deadly Aim, Skill Focus (pilot), Weapon Focus (*float*), Weapon Specialization (*float*)
Skills Bluff +11, Computer Use +7, Diplomacy +11, Pilot +27 (+35 in combat), Perception +21
Gear +1 piloting interface second skin, mwk. ion pistol and 2x spare clips, collapsible baton, bail out kit (camping and first aid gear, 2 weeks of ration bars, water purifier and canteen, other survival gear)

Cybernetics
Headware **–** Onboard Computer, Lowlight Optics, Enhanced Audio Pickup, Targeting Optics +2, Attack Barrier +3
Bodyware **–** G-Force Stabilizer, Piloting Link, Radiation Scrubber



Ecology

Environment any

Organization found in the cockpit of the galaxy's deadliest war machines

Treasure double standard (including gear; if a Mecha is salvageable after the battle, it might be worth even greater treasure value, particularly for high CR Mecha models)

SPECIAL ABILITIES

G-Force Stabilizer (EX)

Artificial blood vessels capable of withstanding intense G-stresses allow the Mecha Ace to perform some spectacular maneuvers. The Mecha Ace gains a +8 bonus on Pilot checks made in combat.

Mecha Defense Tactics (EX)

The Mecha Ace provides any Mecha piloted with access to his Uncanny Dodge and Evasion while piloting the robot.

Mecha Pilot (EX)

When piloting any construct or vehicle with the Mecha subtype, replace the Mecha's starred statistics with the **red, bolded Mecha Ace statistics.**

Mecha Weapons Mastery (EX)

The Mecha Ace is treated as possessing both Weapon Focus and Weapon Specialization with one weapon of choice carried or wielded by whatever Mecha he is currently piloting. This provides +1 to hit, and +2 to damage with this specific weapon.

Piloting Link (EX)

When piloting or driving any vehicle modified to accept Piloting Link control, the superior control direct neural control offers provides the Mecha Ace with a +2 insight bonus on Drive and Pilot checks with that vehicle, and provides a +2 insight bonus to the vehicle's AC.

ALTERNATE MECHA ACE XP REWARD

If you are including a Mecha Ace as the pilot of a Mecha (such as a CR 10 Cloudfire), it is not quite the same thing as having two CR 10 opponents in battle together. The Mecha Ace passively increases the Cloudfire's capabilities, but since the Ace is piloting the Mecha, the enemy unit only gets one set of actions in a round, rather than the two sets of actions two allies fighting back to back would get.

As such, you might simply wish to treat the Mecha Ace's presence as a strange sort of template that increases the Mecha's Challenge Rating by +2 for XP purposes. Thus, a Cloudfire Mecha piloted by a Mecha Ace would be a CR 12 creature.

NATURE

The Mecha Ace stat-block is designed as a simple, combat-ready stat-block that can be plugged directly into any Mecha to boost its battle effectiveness. The Mecha Ace is designed as a monster, rather than a NPC with Rogue class levels for simplicity's sake. Mecha Aces are a common enemy type you'll encounter again and again beginning at the campaign's mid-levels.

At mid-level, a Mecha Ace piloting a customized, and instantly recognizable Mecha is likely the squad leader or high value military target, leading a small force of similar Mecha piloted by less capable pilots. For the sake of simplicity, you might want to assign the Mecha Ace the same type of Mecha as the less capable pilots in the squad. For example, an especially flashy Mecha Ace might pilot a beautifully painted, crimson and hot pink version of the ***God Guardian***, backed up by a trio of God Guardians without the Mecha Ace 'insert'…. And without the awesome paint job. At high levels, apply the Mecha Ace 'insert' to every Mecha in the squad, representing an elite unit.

MECHA, ANTI-KAIJU – CR 21

Colossal N Construct (mecha)*
XP 409,600
Init +6 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted wifi/radio/televison signals, Perception +19
Languages pilot's languages*

Defense
AC 33 **Touch** 5 **Flatfooted** 30 (-8 size, +2 DEX, +1 dodge, +18 armor, +10 deflection)
HP 34d10+80 hp (267 HP)
Damage Reduction 15/mythic
Spell Resistance 27
FORT +12 **REF** +14* **WILL** +14*
Resist Acid 20, Electricity 20, Sonic 20
Immune Cold, Fire, Force, Pleasure, construct immunities
Weaknesses Intelligent Pilot

Offense
Spd 90 ft
Melee +42/+37/+32/+27 anti-kaiju blades (6d10+16 slashing plus 3d10 fire, 20/x3)
Ranged four +28 rail guns (4d10 ballistic plus 2d10 electricity, 19-20/x2, 1,000 ft range increment, single)
Special Qualities Massive, Star Flight

Statistics
Str 42 **Dex** 14* **Con** – **Int** 10* **Wis** 14* **Cha** *10
Base Atk +34* **CMB** +33 **CMD** 45
Feats Combat Reflexes, Dazzling Display, Deadly Stroke, Dodge, Disruptive, Improved Initiative, Intimidating Prowess, Mobility, Power Attack, Shatter Defenses, Spellbreaker, Spring Attack, Stand Still, Weapon Focus (A-K blades), Weapon Specialization (A-K blades)
Skills Acrobatics +19, Intimidate +33, Knowledge (dungeoneering, nature) both at +17, Perception +19

Ecology
Environment any
Organization serves as a vehicle for a Medium pilot: solitary or pair, or accompanied by less powerful military mecha as fire support
Treasure standard

SPECIAL ABILITIES

Anti-Kaiju Blades (EX)
The Anti-Kaiju Mecha's specialized *anti-kaiju blades* always overcome the Fast Healing or Regeneration of any creature with the *kaiju* subtype. These weapons are considered both adamantine and mythic weapons for the purpose of overcoming Damage Reduction.

Cancel the Apocalypse! (SU)
When the Anti-Kaiju Mecha fights at the center of a mixed unit, it is a gleaming, 100 ft tall banner of hope. All allies within 1,000 ft, who can clearly see the Anti-Kaiju Mecha gain a +1 morale bonus on attack rolls against creatures with the *kaiju* subtype as well as a +4 morale bonus on saves against fear.

Massive (EX)
The Anti-Kaiju Mecha has the Massive standard monster ability, even though it lacks the *kaiju* subtype, simply because it is built on the same, earth-shaking scale.

Pick up the Shield (SU)
The Anti-Kaiju Mecha itself seems to possess an indomitable fighting spirit, separate from its pilots. If the Anti-Kaiju Mecha is destroyed and it is reduced to 0 HP, if an adjacent ally reaches the Anti-Kaiju Mecha within one minute of its destruction, that ally can enter the destroyed mecha and reactivate it as a full-round action.

Once re-activated in this manner, the Anti-Kaiju mecha returns to life and near-total functionality. The re-activated Anti-Kaiju Mecha is restored to half its maximum HP (133 HP), which becomes its new maximum HP total, and suffers a -15 penalty on all attack rolls. If the Mecha is destroyed while in this weakened state, it is permanently destroyed.

The Anti-Kaiju Mecha can be restored to its full functionality after the encounter ends, but doing so requires a complete mechanical refit requiring several days in a mecha drydock.

NATURE

Though *kaiju* are a force of nature, a natural disaster that can scour a city from the face of the world or decimate an army, the humanoid races will never give up their worlds without a fight. Anti-Kaiju Mecha are specialized war machines designed to fight these goliaths on their own terms: steel fists against giant talons, and electromagnetic rail guns against fiery breath.

These gigantic, fusion-powered mecha stand more than 100 ft tall, and weigh more than an Aegis cruiser. Anti-Kaiju Mecha are basically humanoid, though their proportions tend toward the simian. A bank of railguns, each longer than a tank's main cannon, rise from the mecha's shoulder plating. Gigantic, adamantine-tipped chainsaws heated by industrial-grade plasma channels protrude from the Mecha's bracers, giving the gigantic robot a potent monster-killing melee punch. As the centerpiece of anti-kaiju joint military task forces, these Mecha are brightly painted with superheroic colors and intricate heraldry.

SIMILAR CREATURES

Worlds threatened by other mythic predators might design similar mecha to confront them. It is easy to build ***Anti-Dragon Mecha*** or similar combat robots simply by changing the relevant subtypes. An ***Anti-Battlechanger Mecha*** might be designed to crush even the largest robots underfoot. Alternatively, a sanctified ***Anti-Outsider Mecha*** might battle demonic horrors at the gates of Hell itself.

MECHA, CLOUDFIRE – CR 10

Huge N Construct (Battlechanger, Mecha)*
XP 9,600
Init +2 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +0
Languages pilot's languages*

Defense
AC 22 **Touch** 10 **Flatfooted** 20 (-2 size, +2 DEX, +12 natural)
HP 13d10 + 40 hp (112 HP)
FORT +4 **REF** +6* **WILL** +4*
Immune Construct Immunities
Weaknesses Cybernetic Security Risk -1, Intelligent Pilot

Offense
Spd 40 ft Flight 1,000 ft (average) alt-mode only
Melee +13/+8/+3 slam (2d8+2 bludgeoning, 20/x2)
Reach 15 ft
Ranged +15/+10/+5 Military Plasma Rifle of Distance (2d12 fire, 19-20/x2, 60 ft range increment, semi auto, 12 cell)
or +14/+9/+4 High UV Laser Pistol (2d8 fire, 20/x3, 30 ft range increment, single shot, infinite ammo)
Special Attacks Mini-Missile Flurry (4x/day)
Special Qualities Piloted, No Breath, Starflight, Unhealing

Statistics
Str 15 **Dex** 15* **Con** - **Int** 10* **Wis** 10* **Cha** 10*
Base Atk +13* **CMB** +17 **CMD** 19
Feats Ground Walk Mode, Mini-Missile Flurry
Skills Fly +4
Gear 6x spare cells for the Military Plasma Rifle (hip carry)
Cybernetics
Headware – Onboard Computer
Shannix Budget
Damage Reduction (1), Efficient Systems (1), Feat Programming (Ground Walk Mode, Mini-Missile Flurry) (total 4) Special Weapon (+2 *Military Plasma Rifle of Distance*) (3), Special Weapon (+*1 High UV Laser Pistol of Infinite Ammo*) (2)

Ecology
Environment any land or air
Organization serves as a vehicle for a Medium pilot
Treasure none

SPECIAL ABILITIES

Fuelon Reserve (EX)
The Cloudfire has 8 points in its Fuelon reserve. It can expend a point of Fuelon to achieve a number of results, described fully in the appendix.

Ground Walk Mode (EX)
The Cloudfire can assume a hybrid robot/aircraft form. In this form, it can use all vehicle mode weapons, as well as carry and manipulate objects.

Massive Strength (EX)
The Cloudfire's pneumatics and artificial musculature allows it to haul enormous weights, out of proportion to its size. Its lifting, carrying and dragging limits are 100 times greater than a humanoid creature of its size. Its maximum load is 20,000 lbs.

Mini-Missile Flurry (EX)
As a full-round action, the Cloudfire Mecha can unleash a flurry of mini-missiles against all targets within 500 ft who do not have total cover. The Cloudfire may target up to 6 individual opponents, inflicting 10d8 damage, half of which is ballistic, half of which is fire. Targets may attempt a DC 18 REF Save for half damage. The Cloudmaster can use a mini-missile flurry four times per day.

Alt-Mode

The Cloudfire's alt-mode is a futuristic warplane, extensively modified from the F-15 design legacy. Fast, sleek and powerful, the Cloudfire's purpose as a finely tuned instrument of war is clear. External weapons and armor, as well as drop off fuel pods and exo-atmospheric boosters give the Cloudfire even more threatening lines. The Cloudfire Mecha can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.
Classification Huge Sky Fighter (futuristic warplane)
Armor Class 24
Damage Reduction 5/-
Spd Fly 1,000 ft (average)
Maximum Load 20,000 lbs
The Cloudfire can carry a single passenger, aside from the pilot, in the instructor's seat.

NATURE

The Cloudfire Mecha is a standard by which transformable mil-spec vehicles are judged. Fast and sleek, in its robot configuration, this mecha is a capable giant, dominating the battlefield with heavy firepower and great dexterity. Cloudfire Mecha serve as close-in air support, strafing ground vehicles and infantry with their integral energy weapons, using the mini-missiles slung beside the cockpit either as anti-personnel or anti-armor weapons, depending on the mission.

The Cloudfire's cockpit becomes an armor-clad control pod within the robot's chest, as reinforced plating slides into place to protect the bullet proof polymer. The robot has slender, humanoid proportions, with its wings partially

retracting into the spinal plating, while the underslung missile pods move to become part of the shoulder plating.

Cloudfire Mecha are painted in squadron colors, often with impressive nose art or tail-fin deco identifying the best pilots and most legendary machines. Most are painted in a smoke grey with golden trim and canopy, for best concealment among the clouds.

VARIANT TRANSFORMING MECHA: APACHE HUNTER

The Apache Hunter is a helicopter-based iteration of the Cloudfire Mecha, transforming from a robot mode similar to the Cloudfire's into a helicopter gunship. Apache Hunters are usually a matte black with smoked canopy and dark navy trim, tuned for night operations. The mecha's four bladed rotors fold and partially retract, becoming a back-pack like unit. The Apache Hunter is taller and thinner than a Cloudfire Mecha, with more spindly proportions. Unlike the Cloudfire, an Apache Hunter carries only a single ranged weapon, a powerful anti-tank chaingun.

Use the Cloudfire Mecha stat-block with the following changes.

Special Qualities Remove Spaceflight
Ranged
+16/+11/+6 Flaming M-60 Machine Gun (2d8 ballistic + 1d6 fire, 20/x2, 100 ft range increment, full auto, infinite ammo)
Shannix Budget

- Replace Damage Reduction (1) with Racer (1)
- Replace both Special Weapons with Special Weapon *(+3 Flaming M-60 Machinegun of Infinite Ammo)* (5)

Feats Add Hover (alt-mode only)

Alt-Mode

The Apache Hunter's alt-mode is a futuristic ground attack helicopter, resembling a more advanced Apache bristling with missile pods and carrying a single chaingun firing depleted uranium rounds from a gimbaled mount slung beneath the cockpit. The Apache Hunter can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.
Classification Huge Sky Fighter (ground attack helicopter)
Armor Class 24
Spd Fly 1,250 ft (good)
Maximum Load 20,000 lbs
The Apache Hunter can carry a single passenger, aside from the pilot in the instructor's seat.

MECHA, EXCEL ROBO – CR 8

Huge N Construct (mecha)*
XP 4,800
Init +0 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +12

Languages pilot's languages*

Defense
AC 20 **Touch** 8 **Flatfooted** 20 (-2 size, +22 natural)
HP 10d10+50 hp (105 HP)
Fast Healing 4 (electricity)
FORT +3 **REF** +5* **WILL** +5*
Immune construct immunities, Cold, Fire
Weaknesses Intelligent Pilot

Offense
Spd 50 ft, Flight 30 ft (poor)
Melee +19/+14 slam (2d10+10 bludgeoning, 19-20/x2)
Ranged +8/+3 rocket punch (2d10+10 bludgeoning, 19-20/x2 plus 1d10 fire, 50 ft range increment)
Special Qualities No Breath, Piloted

Statistics
Str 30 **Dex** 10* **Con** - **Int** 13* **Wis** 14* **Cha** 11*
Base Atk +10* **CMB** +22 **CMD** 32
Feats Cleave, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (slam)
Skills Fly +2, Intimidate +10, Perception +12

Ecology
Environment any land
Organization piloted or accompanying a larger sentai assault team
Treasure incidental

SPECIAL ABILITIES

Rocket Punch (EX)
The Excel Robo can fire off its massive metallic fists at an enemy. These rocket punches are treated as if they possessed the *returning* magical weapon quality, save that this ability functions even in non-magical or magically deadened areas.

NATURE

The Excel Robo is a surprisingly primitive mecha design, built using more occult-tech arcana than actual mechanical engineering principles. The Excel Robo has almost none of the features most modern mecha-pilots take for granted: no fancy sensors, minimal ranged weapons options, no onboard computers worth speaking of and a tiny cockpit that's barely even air conditioned. However, there's something genuinely enjoyable about piloting this durable, simplistic and hardhitting light mecha, and pilots who specialize in the Excel Robo swear by these dumpy little mechs.

Excel Robos are rarely used as frontline military equipment, often found in the hands of private citizens and would-be heroes, or as unusual private security measures for the wealthy and somewhat eccentric. Excel Robos are heavy-set and powerful mechas with a barrel chest and pot-bellied lower torso that looks like an archaic steam boiler more than anything. Excel Robos have outsized mechanical hands fitted with small rocket thrusters and maneuvering jets that allow the Excel Robo to rain punches on targets well beyond the reach of its long, mechanical arms.

Most Excel Robos are painted in metallic, dark colors with helmet accents and rocket fists painted in bright, superheroic metals. Excel Robos have simplistic faces just peeking out from their barrel chest, often resembling a rather cartoonish, full-metal version of a samuari's war mask.

MECHA, GOD GUARDIAN CR 15

Gargantuan N Construct (mecha)*
XP 51,200
Init +7 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted wifi/radio/televison signals, Perception +11
Languages pilot's languages*

Defense
AC 30 **Touch** 15 **Flatfooted** 26 (-4 size, +3 DEX, +1 dodge, +15 armor, +5 shield)
HP 20d10+60 hp (170HP)
Damage Reduction 10/magic
FORT +6 **REF** +9* **WILL** +7*
Immune construct immunities, Force
Weaknesses Intelligent Pilot

Offense
Spd 90 ft, Flight 60 ft (average)
Melee +27/+22/+17/+12 beam sword (3d10+1 fire, 19-20/x2)
Ranged +21/+16/+11/+6 heavy charge pulse rifle (4d8+2 force, 20/x3, 100 ft range increment, semi auto, 30 cell)
Special Qualities Star Flight

Statistics
Str 28 **Dex** 16* **Con** - **Int** 10* **Wis** 12* **Cha** *10
Base Atk +20* **CMB** +33 **CMD** 45
Feats Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Initiative, Improved Shield Bash, Point Blank

Shot, Power Attack, Shield Focus, Stand Still, Weapon Focus (beam sword)
Skills Acrobatics +12, Fly +14, Perception +11
Gear +1 tactical shield, +1 beam sword, +2 heavy charge pulse rifle and 6x spare cells (hip carry)

Ecology
Environment any
Organization serves as a vehicle for a Medium pilot: solitary, squad (4-7) or accompanying other military Mecha
Treasure standard (including gear)

SPECIAL ABILITIES

Burning Confidence (SU)
Once per day, as an immediate action, the God Guardian can call upon both its own inner reserves of power and its pilot will. The God Guardian is wreathed in golden flames, and its hull becomes a gleaming gold for the duration of the effect.

While filled with Burning Confidence, the God Guardian becomes immune to Electricity and Fire, and gains a +4 morale bonus to AC as well as a +4 morale bonus on all attack and damage rolls. The pilot (and thus the God Guardian) is immune to fear effects during this time. The Burning Confidence state lasts for 1d4+1 rounds.

Heavy Charge Pulse Rifle (EX)
The God Guardian can reroll any 1s on the damage dice with its ranged attack.

Massive Strength (EX)
The God Guardian's pneumatics and artificial musculature allows it to haul enormous weights, out of proportion to its size. Its lifting, carrying and dragging limits are 100 times greater than a humanoid creature of its size. Its maximum load is 480,000 lbs.

NATURE

God Guardian mecha are fast, powerful steel and polymer giants – the future's ultimate military weapon. Only the best are ever allowed to pilot a God Guardian, and those that prove worthy of the mecha can call upon reserves of heroism they never thought they possessed, backed up by all the raw power at the disposal of a fusion powered 63 ft, 150 ton combat mecha.

The God Guardian is a goliath armored figure with a nearly indestructible hull in brilliant, comic book primary colors. Mass production suits can be fairly plain, but aces often customize their personal mecha with bright and elaborate paintjobs, ornate, angular pauldrons, shoulder and mask crests. The robot's face plate is usually semi-humanoid, crowned by a samurai-like helmet. God Guardian mecha carry an energy sword and a giant-scale pulse rifle. The defensive shield the robot carries is larger than most private homes.

God Guardian mecha are in common service with the ***Daigun Shogunate.*** These elaborate, heroically designed mecha run counter to the tactical ethos of the ***Quiniuq Grand Garden***, who prefer more pragmatic and firepower-intensive designs.

MECHA, GOLDEN VANGUARD – CR 15

Huge N Construct (Battlechanger, Mecha)*
XP 51,200
Init +2 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +0
Languages pilot's languages*

Defense
AC 24 **Touch** 10 **Flatfooted** 22 (-2 size, +2 DEX, +14 natural)
HP 20d10 + 40 hp (HP)
FORT +6 **REF** +8* **WILL** +6*
Immune Construct Immunities, Fire
Weaknesses Cybernetic Security Risk -1, Intelligent Pilot

Offense
Spd 40 ft
Reach 15 ft
Melee +23 slam (2d8+5 bludgeoning, 20/x2)
Ranged +21 Seeking Particle Beam Sniper Rifle of Distance (4d10+1 fire, 20/x4, 3,000 ft range increment, single shot, unlimited ammo)
Special Qualities Piloted, No Breath, Unhealing

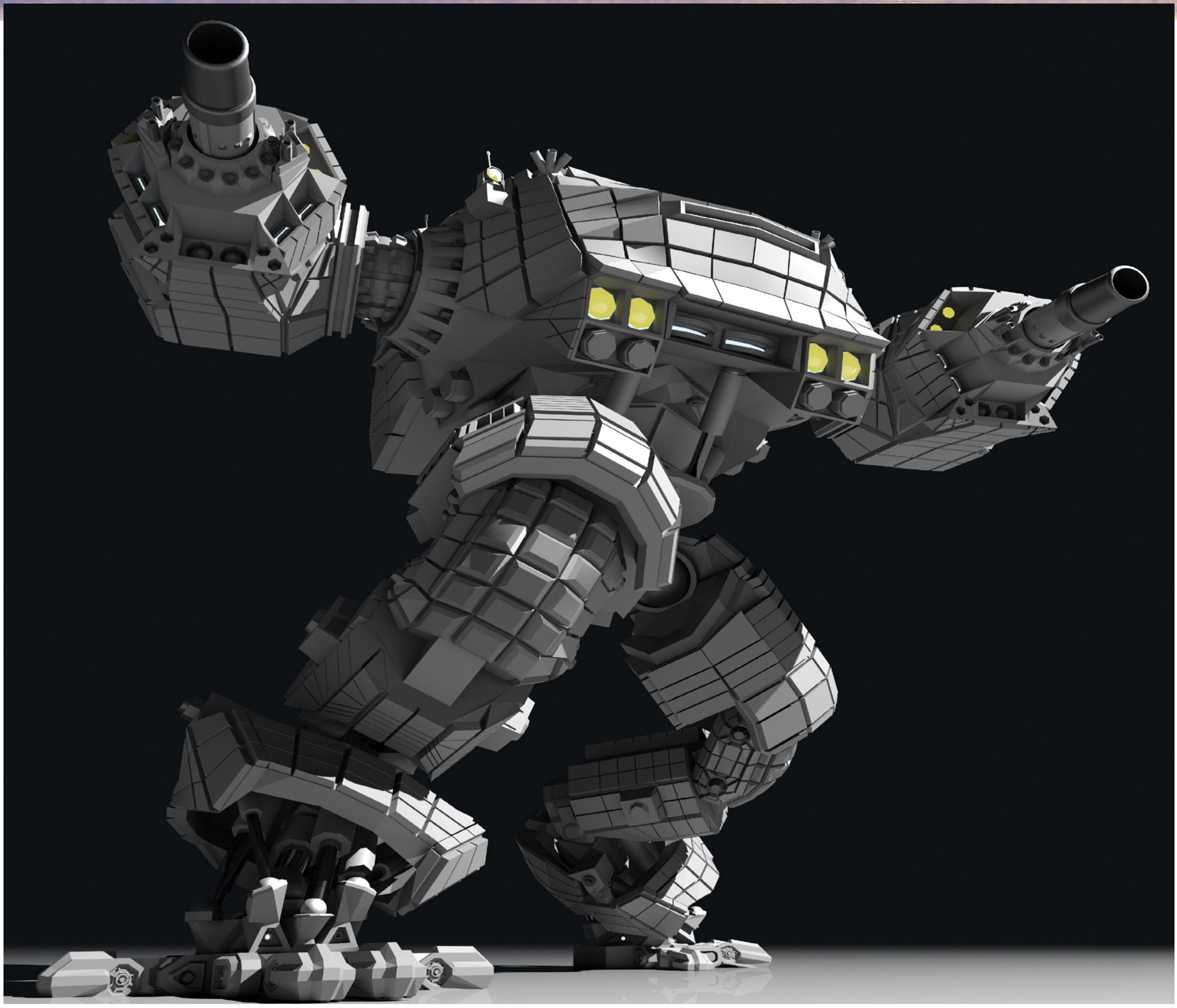
Statistics
Str 20 **Dex** 15* **Con** - **Int** 10* **Wis** 10* **Cha** 10*
Base Atk +20 **CMB** +27 **CMD** 39
Cybernetics
Headware – Onboard Computer
Shannix Budget
Efficient Systems (1), Energy Shielding (fire) (2), Spell-Like Programming (*transmetalization)* (4), Special Armor *(+2 Armor*) (2), Special Weapon *(+1 Seeking Particle Beam Sniper Rifle of Distance*)

Ecology
Environment any land
Organization serves as a vehicle for a Medium pilot
Treasure none

SPECIAL ABILITIES

Fuelon Reserve (EX)
The Golden Vanguard has 4 points in its Fuelon reserve. It can expend a point of Fuelon to achieve a number of results, described fully in the appendix.

Massive Strength (EX)
The Golden Vanguard's pneumatics and artificial musculature allows it to haul enormous weights, out of proportion to its size. Its lifting, carrying and dragging limits are 100 times greater than a humanoid creature of her size. Its maximum load is 40,000 lbs.



NATURE

The Golden Vanguard is a powerful, non-transforming mecha, a nearly indestructible bipedal tank clad in glittering golden alloy that renders it immune to flames and laser light. The Golden Vanguard's shoulder mounted main gun is a long barreled particle beam cannon more destructive than the entire main battery of a mid-20th Century destroyer. What the Golden Vanguard lacks in mobility and versatility, it more than makes up for in durability and sheer, punishing firepower.

The Golden Vanguard is towering humanoid tank, weighing upwards of fifty tons and standing almost 20 feet tall. The mecha's heavy armor resembles medieval plate mail on a grand scale, with a knight-like visor and heavy gorget. The weapon's thundering particle beam is mounted over the pilot's dominant hand and can be easily swapped out in a well-equipped machine shop to accommodate either left or right handed pilots.

The Golden Vanguard's overlapping armor layers are gilded with laser-proofed and heat-proofed ceramic tiles. These golden tessarae fit together in intricate hexagons, and gleam brightly in the sun, making the armor a blaze of color. When entering active battle situations, the Golden Vanguard activates its spell-like technology to *transmetalize.* When this defensive field activates, a golden nimbus surrounds the armor, making it gleam even brighter, and rendering it immune to virtually every man-portable weapon save heavy anti-tank rocketry.

MECHA, GUNBREAKER – CR 14

Gargantuan LN Construct (mecha)*
XP 38,400
Init +4 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +20

Languages Galactic Common, English*
Aura Crushing Footfalls (60 ft, difficult terrain around the Gunbreaker)

Defense
AC 26 **Touch** 6 **Flatfooted** 26 (-4 size, +20 armor)
HP 19d10 +60 hp (165 HP)
Damage Reduction 10/epic
FORT +6 **REF** +6* **WILL** +7
Resist Acid 10, Cold 10, Electricity 5, Fire 20
Immune construct immunities
Weaknesses Intelligent Pilot

Offense
Spd 40 ft
Melee two +33 slams (4d10+17 bludgeoning, 20/x2)
Ranged two +16 heavy cannons (3d6x10 ballistic, 19-20/x2, 1,000 ft range increment, single shot), two +15 anti-personnel missile pods (6d6 fire, 20/x2, 500 ft range increment)
Special Attacks Heavy Missile Barrage (every 1d4+1 rounds, 4d6x10 ballistic/fire, R-DC 19 half, 500 ft burst), trample (8d10+34 bludgeoning, R-DC 37)
Special Qualities Piloted

Statistics
Str 45 **Dex** 10* **Con** – **Int** 10* **Wis** 12* **Cha** 8*
Base Atk 19* **CMB** +40 **CMD** 50
Feats Improved Initiative, Weapon Focus (slam), Weapon Focus (heavy cannon)
Skills Perception +20

SPECIAL ABILITIES

Crushing Footfalls (EX)
The Gunbreaker's sheer size and mass shakes the ground around it, and destroys ordinary roadways. A 60 ft radius around the Gunbreaker is considered difficult terrain. The Gunbreaker itself can ignore the effects of difficult terrain.

Heavy Missile Barrage (EX)
As often as once every 1d4+1 rounds, the Gunbreaker can unleash a heavy missile barrage as an attack action. The Gunbreaker targets all visible adversaries within a 500 ft radius, inflicting 4d6x10 damage, half of which is ballistic and half which is fire, with a DC 19 REF Save for half damage.

Sabot Rounds (EX)
The Gunbreaker's heavy cannon attack ignores Damage Reduction and Hardness.

Snap Fire (EX)
If the Gunbreaker successfully hits an opponent with its heavy cannon attack, the pilot can snap fire a second heavy cannon round as an immediate action. The snap fire attack inflicts an additional 1d6x10 ballistic damage. This damage is considered a second attack, and is not multiplied on a critical hit or by any effects that increase the first attack's damage output. However, the snap fire unbalances the mecha, and imposes a -10 penalty on all heavy cannon attacks until the end of the Gunbreaker's next turn.

Unstoppable Gun (EX)
The Gunbreaker does not provoke attacks of opportunity by making ranged attacks in threatened squares.

NATURE

The Gunbreaker Mecha is a 65 meter, 350 ton wall of composite armor and steel, carrying more firepower than an entire 20th Century carrier battle group. The Gunbreaker is a bipedal heavy artillery mecha with a roughly humanoid appearance, save that the goliath robot's arms are replaced by a pair of heavy artillery cannons with a 100 millimeter barrel fitted with mag-accelerator rings.

Gunbreaker Mecha are relatively slow and ponderous, and ground bound. These mecha are usually protected by a cadre of lighter, faster and more maneuverable mecha. The Gunbreaker provides enough firepower to kill any enemy fighting vehicles, or punch through any siege line that the formation encounters and counts on its smaller cousins to protect it. Gunbreaker pilots are recruited from elite ground cavalry units. These elite artillery drivers take inordinate pride in their massive, often cranky mecha. Gunbusters tend to be the ultimate 'hanger queens' requiring expensive and time-consuming maintenance after each deployment. The love their support crews show these steel giants is evident from the colorful unit livery painted across the robot's shins, torso-mounted reinforced pilots cockpit and shoulder-mounted missile pods.

MECHA, RIOT TRUCK – CR 5

Huge N Construct (mecha)*
XP 1,600
Init +2 **Senses** Darkvision 120 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +5
Languages pilot's languages*

Defense
AC 18 **Touch** 8 **Flatfooted** 18 (-2 size, +10 armor)
HP 6d10 +40 hp (73 HP)
FORT +1 **REF** +1* **WILL** +1*
Resist Ballistic 10, Fire 10
Immune construct immunities
Weaknesses intelligent pilot

Offense
Spd 80 ft
Melee +9 slam (2d10+10 bludgeoning, 19-20/x2 plus grab)
Ranged two +3 water cannons (2d8 non-lethal bludgeoning, 20/x2, 100 ft range increment, single shot)
Special Attacks Swallow Whole (2d10+10 bludgeoning, AC 15, HP 40)
Spell-Like Abilities (CL 5th Concentration +5)
At Will – obscuring mist
3x/day – stinking cloud (F-DC 13)
1x/day – cloudkill (F-DC 15)
- fireball (R-DC 13)

Statistics
Str 30 **Dex** 10* **Con** – **Int** 10* **Wis** 10* **Cha** 10*
Base Atk +5* **CMB** +13 **CMD** 25
Skills Drive +7, Perception +5

Ecology
Environment any urban
Organization typically deployed by a riot control squad
Treasure incidental

SPECIAL ABILITIES

Heavy Duty Suspension (EX)
The Riot Truck ignores the effects of difficult terrain.

Prisoner Containment (EX)
The Riot Truck can move a grappled target to a containment unit – basically a lightly padded garbage crusher. If the Riot Truck driver has been instructed to take prisoners, the compactor is powered off, if not… prisoners are inexorably mashed to paste.

The Riot Truck gains the Swallow Whole ability even though it does not have a bite attack. The Riot Truck can choose whether to inflict automatic damage each round or not. This containment unit is far more durable than conventional monster stomachs, but does not automatically self-seal once breached.

NATURE

Riot control is fucking simple when you don't really care about the long-term health of the rioters. Armor up a garbage truck, replace the front-end bin lifter with a plow-like capture device which tosses captured prisoners into the crusher compartment. If you've been ordered to keep the prisoner alive, simply leave the crusher de-activated. If not… crunch, squish, plop.

Riot Trucks are commonly deployed by the ***Corporation Command*** to keep order on its worlds, and by similar totalitarian regimes throughout the Multiverse. In addition to its capture plow, a Riot Truck is equipped with several smoke grenades in auto-launchers, and including CS tear gas. Lethal chlorine gas loads are reserved for true emergencies, as is an incendiary shell to quickly disperse a riot.

"Processer Trucks" are a variant Riot Truck that gather dissidents and street-scum for bio-recycling into sustenance for more deserving members of the populace. This variant gains *cannibal processing* (from *Enchantments of Black Tokyo Revised*) as an at-will spell-like ability, usable on any creature killed by its Prisoner Containment.

MECHA, ROAD DANCER – CR 4

Medium N Construct (Battlechanger, Mecha)*
XP 1,200
Init +5 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +0
Languages pilot's languages*

Defense
AC 17 **Touch** 13 **Flatfooted** 14 (+2 DEX, +1 dodge, +4 natural)
HP 5d10 + 20 hp (38 HP)
FORT +1 **REF** +3* **WILL** +1*
Immune Construct Immunities
Weaknesses Cybernetic Security Risk -1, Intelligent Pilot

Offense
Spd 30 ft Flight 120 ft (poor)
Melee +7 slam (1d8+ bludgeoning, 20/x2)
Ranged +8 wrist rocket (2d6+1 fire, 5 ft burst, REF DC 15 half, 20/x2, 100 ft range increment, single shot, 2 internal)
Or +8 Military SMG of Infinite Ammo (2d6+1 ballistic, 20/x3, 50 ft range increment, full auto, infinite ammo)
Special Qualities Piloted, No Breath, Unhealing

Statistics
Str 15 **Dex** 15* **Con** - **Int** 10* **Wis** 10* **Cha** 10*
Base Atk +5* **CMB +7 CMD** 19
Feats Combat Reflexes, Dodge, Hover
Skills Fly +2
Gear 6x spare wrist rockets
Cybernetics
Headware – Onboard Computer
Shannix Budget
Efficient Systems (1), Extra Fuelon x2 (2), Feat Programming (Combat Reflexes, Dodge, Hover) (total 6) Robot Mode Flight (2), Special Weapon (+1 Military SMG of Anfinite Ammo) (2), Special Weapon (+1 wrist rockets) (1)

Ecology
Environment any land
Organization serves as a vehicle for a Medium pilot
Treasure none

SPECIAL ABILITIES

Combat Armor Integration (EX)
When the Road Dancer shifts into alt-mode, its external armor becomes forms the motorcycle component of the alt-mode, while the light mecha undersuit is treated as Grade I Powered Armor worn by the pilot. If the Grade I Powered Armor is removed or destroyed, the Road Dancer cannot

return to robot mode. Both the pilot (wearing the Grade I Powered Armor) and the Road Dancer motorcycle must be adjacent in order for the mecha to return to its robot mode.

Fuelon Reserve (EX)
The Road Dancer has 10 points in its Fuelon reserve. It can expend a point of Fuelon to achieve a number of results, described fully in the appendix.

Massive Strength (EX)
The Road Dancer's pneumatics and artificial musculature allows it to haul enormous weights, out of proportion to its size. Its lifting, carrying and dragging limits are 10 times greater than a humanoid creature of her size. Its maximum load is 2,000 lbs.

Alt-Mode

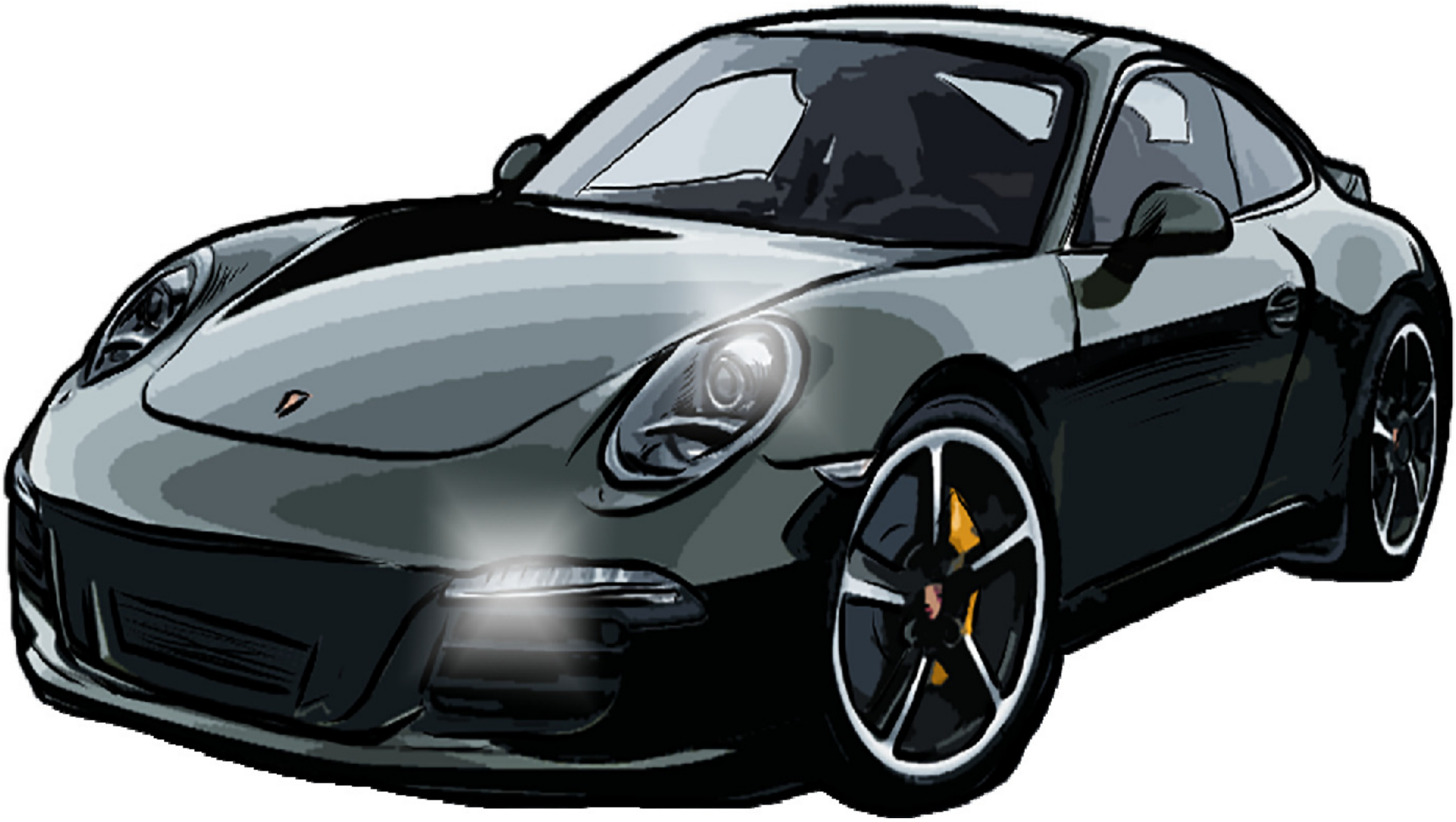
The Road Dancer converts to both a high-speed all terrain motorcycle with bullet-like aerodynamic styling and a suit of light powered armor that protects the pilot. Both armor and motorcycle share a similar curvy aesthetic and military durability. The Road Dancer can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.
Classification Medium Ground Speedster (military motorcycle)
Armor Class 15
Spd 1,000 ft
Maximum Load 500 lbs
Gains Superspeed Engine usable in alt-mode only

NATURE

The Road Dancer armor system is a sleek, ultra-light combat mecha, favored for low intensity urban warfare because of its incredible speed and flexibility. This nimble light mecha is comparatively tiny, only adding a few hundred pounds of armored bulk to the pilot. In its mecha configuration, the Road Dancer has a vaguely feminine silhouette thanks mostly to its hip and thigh armor and the slightly curved exo-armor worn on the breasts.

The Road Dancer's motorcycle tires and suspension system become a set of backpack mounted VTOL fans and vectored thrust system while in robot mode, while the majority of the motorcycle mode components become additional armor for the mecha. The flight system and this exo-armor dramatically increases the robot mode's bulk, but thanks to revolutionary new artificial musculature the armor only increases the pilots speed, reaction time and physical strength.

Road Dancer ultra-light mecha come in a dizzying array of colors and patterns, often bold, eye catching and as colorful as the Tokyo skyline. If the motorcycle and mecha components aren't the same color, they display matching or complementary color schemes.



MECHA, ROAD ELITE – CR 5

Huge N Construct (Battlechanger, mecha)*
XP 1,600
Init +2 **Senses** Darkvision 120 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +6
Languages pilot's languages*

Defense
AC 17 **Touch** 11 **Flatfooted** 15 (-2 size, +2 DEX, +1 dodge, +6 armor)
HP 6d10 +40 hp (73 HP)
FORT +2 **REF** +4* **WILL** +2*
Resist Ballistic 5, Fire 10
Immune construct immunities
Weaknesses intelligent pilot

Offense
Spd 120 ft
Melee +9 ram (2d10+5 bludgeoning, 20/x3)
Ranged two +6 machine guns (2d10 ballistic, 20/x2, 100 ft range increment, automatic)
Spell-Like Abilities (CL 6th Concentration +6)
At Will – grease (R-DC 11)
- obscuring mist
1x/day – cure moderate wounds, neutralize poison (recipient must be in the driver's seat)

Statistics
Str 20 **Dex** 15* **Con** – **Int** 10* **Wis** 10* **Cha** 10*
Base Atk +6* **CMB** +13 **CMD** 25
Feats Dodge, Precise Shot
Skills Drive +8, Perception +6

Ecology
Environment any urban
Organization solitary
Treasure incidental

SPECIAL ABILITIES

Onboard Computer (EX)
The Road Elite is equipped with a Desktop Computer +2 built into the console, and is capable of voice operations. It can project holographic data directly onto the windscreen.

Oil Slick (EX)
The Road Elite's *grease* always manifests directly from the rear of the construct, and fills a 30 ft cone rather than the spell's usual radius.

Reconfigurable Chassis (EX)
The Road Elite has metamorphic camouflage systems derived from Battlechanger technology As often as once per hour, the Road Elite can change its appearance, but not its capabilities, exactly is if it were *rescanning* an alt-mode. The Road Elite does not need to expend Fuelon to use this ability, and has no Fuelon reserve.

Smoke Screen (EX)
The Road Elite's *obscuring mist* always manifests directly from the rear of the construct, and fills an initial area of a 30 ft cone, 20 ft high, rather than the spell's usual radius.

NATURE

The Road Elite is a beautiful piece of automotive excellence, a luxury sports car that has been extensively modified for espionage. The body panels have been replaced with ultra-light but nearly bulletproof armor, as have the tires and windscreen. Light machineguns emerge from mountings in the front fenders, and the rear undercarriage is fitted with smoke screen and oil slick dispensers. An automated medical system is designed to keep a badly wounded driver alive.

MECHA, ROAD ROYALTY – CR 8

Huge N Construct (Battlechanger, mecha)*
XP 4,800
Init +10 **Senses** Darkvision 120 ft, Blindsight 30 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +6
Languages English, Japanese, Russian, several other Earth languages*

Defense
AC 17 **Touch** 11 **Flatfooted** 15 (-2 size, +2 DEX, +1 dodge, +6 armor)
HP 6d10 +55 hp (88 HP)
FORT +2 **REF** +4* **WILL** +3*
Resist Ballistic 5, Fire 10
Immune construct immunities
Weaknesses intelligent pilot

Offense
Spd 120 ft Flight 500 ft (average)
Melee +9 ram (2d10+5 bludgeoning, 20/x3)
Ranged two +7 machine guns (2d10 ballistic, 20/x2, 100 ft range increment, automatic)
Spell-Like Abilities (CL 6th Concentration +6)
At Will – grease (R-DC 11)
- obscuring mist
1x/day – cure moderate wounds, neutralize poison (recipient must be in the driver's seat)

Statistics
Str 20 **Dex** 15* **Con** – **Int** 14* **Wis** 12* **Cha** 12*
Base Atk +6* **CMB** +13 **CMD** 25
Feats Dodge, Fly-By Attack, Hover, Precise Shot, Weapon Focus (machine guns)
Skills Drive +16, Knowledge (local, tactics, technology) all at +6, Perception +6

Ecology
Environment any urban
Organization solitary
Treasure incidental

SPECIAL ABILITIES

Fuelon Reserve (EX)
The Road Royalty has 2 points in its Fuelon reserve. It can expend a point of Fuelon to achieve a number of results, described fully in the appendix.

Flight Mode (EX)
By expending a point of Fuelon as a move-equivalent action, the Road Royalty can retract its wheels into its undercarriage and replace them with gravity generators, while thrusters emerge from the trunk, and small control surfaces slide out from beneath the doors. Doing so provides the Road Royalty access to its Flight speed.

KIM Upgrades (EX)
Both the Road Royalty and the driver make Initiative checks at the beginning of combat and use the better of the two results. The Road Royalty can sense other KIM upgraded vehicles within 100 miles, and is aware of the direction and distance to these vehicles.

The Road Royalty receives a +2 competence bonus on attack rolls against other KIM-upgraded vehicles.

Onboard Computer (EX)
The Road Royalty is equipped with a Desktop Computer +2 built into the console, and is capable of voice operations. It can project holographic data directly onto the windscreen.

Oil Slick (EX)
The Road Royalty's *grease* always manifests directly from the rear of the construct, and fills a 30 ft cone rather than the spell's usual radius.

Reconfigurable Chassis (EX)
The Road Royalty has metamorphic camouflage systems derived from Battlechanger technology As often as once per hour, the Road Royalty can change its appearance, but not its capabilities, exactly is if it were *rescanning* an alt-mode. The Road Royalty does not need to expend Fuelon to use this ability.

Smoke Screen (EX)
The Road Royalty's *obscuring mist* always manifests directly from the rear of the construct, and fills an initial area of a 30 ft cone, 20 ft high, rather than the spell's usual radius.

NATURE

The Road Royalty uses the Road Elite stat-block as a base and applies the upgrades provided by the Knight Instance Module minor artifact (Occult-Tech Armory).

The Road Royalty is a dramatic upgrade of the already impressive ***Road Elite*** spy vehicle. This reconfigurable luxury sports car is equipped with an onboard, expert-system artificial intelligence. The Road Royalty's AI communicates with the pilot either vocally or through data projected on the windscreen, and maintains a slightly acerbic demeanor with its driver. In addition to the AI, the Road Elite offers the driver access to a flight mode, based on anti-gravity flight systems reengineered from Battlechanger technology.

AUTONOMOUS MECHA

Autonomous Mecha are independent combat robots with an onboard AI rather than being controlled by a humanoid pilot. These self-aware combat systems have intellects varying from glitchy, vaguely animalistic programming to expert systems that are more than a match for any human pilot. These latter mecha are relatively rare – good AI is too expensive to waste on disposable combat robots.

AUTONOMOUS MECHA, MILITARY-INDUSTRIAL CR 8

Huge N Construct
XP 4,800
Init +3 **Senses** Darkvision 90 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +2

Defense
AC 23 **Touch** 11 **Flatfooted** 20 (-2 size, +3 DEX, +12 natural)
HP 10d10 +40 hp (95 HP)

FORT +4 **REF** +7 **WILL** +6
Resist Electricity 10, Fire 20
Immune construct immunities
Weaknesses Substandard Mobility Control

Offense
Spd 50 ft
Melee +13/+8 slam (1d12+5 bludgeoning, 20/x2)
Ranged two +11 mini-guns (1d4x10 ballistic, 20/x2, 50 ft range increment, full auto)
plus two +11 missiles (1d6x5 fire, 20/x3, 100 ft range increment, single shot)
plus +11 particle beam (6d6 fire, 19-20/x2, 100 ft range increment, single shot)

Statistics
Str 20 **Dex** 16 **Con** – **Int** – **Wis** 14 **Cha** 2
Base Atk +10 **CMB** +15 **CMD** 28 (24 vs trip)

Ecology
Environment any
Organization solitary, pair, or deployed as part of a larger military unit
Treasure incidental

SPECIAL ABILITIES

Substandard Mobility Control (EX)
MI Autonomous Mecha have substandard movement control systems. Anytime the MI Autonomous Mecha attempts to navigate stars or a 45° or greater grade, it must succeed at a DC 20 REF Save or fall prone. The MI Autonomous Mecha also suffers a -4 penalty on CMD against trip attempts.

NATURE

The "Military-Industrial" Autonomous Mecha label encompasses a wide variety of specific models of Autonomous robot. Built by various galactic mega-corps for use by the military (or as private security for any non-governmental faction with the purchase price), MI Autonomous Mecha represent affordable aggression.

MI Autonomous Mecha operate on a low-grade 'dumb' AI that is barely capable of responding to a changing tactical situation, but more than capable of delivering massive, indiscriminate firepower on target. Multiple design compromises during the construction process means that while MI Autonomous Mecha are cheap and easy to mass-produce, they are cut rate in every other respect. Poor sensors, substandard mobility, and an inability to distinguish between armed threats and terrified civilians – these mecha are a disaster waiting to happen. But if all you want is a walking gun to patrol your secure zone, MI Autonomous Mecha are a good bargain.

MI Autonomous Mecha are bipedal walker robots bristling with heavy firepower, including mini-guns loaded with depleted uranium tipped anti-armor rounds, missile launchers and plasma cannons. They walk with an ostrich-like gait and phenomenal speed despite their heavy armor. Their hulls are weather-proofed gunmetal grey painted with unit livery on the prow and weapon pods.

AUTONOMOUS MECHA, ZAMMAX BATTLE POD – CR 13

Gargantuan N Construct
XP 25,600
Init +4 **Senses** Darkvision 120 ft, lowlight vision, all-around-vision, perceive unencrypted radio/television/wifi signals, Perception +3

Defense
AC 26 **Touch** 11 **Flatfooted** 21 (-4 size, +4 DEX, +1 dodge, +15 natural)
HP 18d10 +60 hp (159 HP)
FORT +6 **REF** +10 **WILL** +9
Resist Cold 10, Sonic 5
Immune Electricity, Fire, Force, Pleasure, construct immunities

Offense
Spd 100 ft
Melee two +24 slams (10d8+10 bludgeoning, 20/x2 plus push and trip)
Ranged four +18 laser beams (10d8 fire, 18-20/x2, 1,000 ft range increment, single)
Special Attacks Push (slam, 20 ft)

Statistics
Str 30 **Dex** 18 **Con** – **Int** – **Wis** 16 **Cha** 2
Base Atk +18 **CMB** +32 (+34 trip) **CMD** 46
Feats Combat Reflexes, Dodge, Improved Trip, Mobility, Run, Wind Stance, Zero G Training
Skills Acrobatics +14

Ecology
Environment any
Organization usually in the company of Zammax Giants; often 3 pods deployed per Zammax Giant
Treasure incidental

SPECIAL ABILITIES

Anti-Battlechanger Programming (EX)
The Zammax Battle Pod receives a +1 bonus on attack rolls and a +10 bonus on damage rolls against creatures with the Battlechanger subtype, due to special tactical programming against these hated foes.

Jump Assault Tactics (EX)
The Zammax Battle Pod receives a +10 racial bonus on Acrobatics checks made to jump, and its jumping distance is not limited by its height.

Magna-Grip Feet (EX)
The Zammax Battle Pod gains a Climb speed equal to its base land speed when moving across ferrous surfaces, such as starship hulls.

NATURE

Zammax Battle Pods are highly mobile, AI-driven artillery units that form the backbone of the ***Quiniuq Grand Garden's*** universal armies. These combat mecha are designed for extreme mobility and hit and run tactics. Usually a pair of Battle Pods is deployed with a ***Zammax Giant*** overseer, who coordinates the mechas' movement and improves their pre-programed tactics with their organic flexibility.

Zammax Battle Pods have an ovoid, football-shaped main hull with advanced sensor packages and energy beam emitters studded evenly across the hull. The Battle Pod moves on shock-cushioned, reverse articulated legs inspired by bird anatomy. The robot's pelvic girdle and waist articulation are designed to freely rotate around the pod, allowing the robot to change direction on the fly. Despite the fact a Zammax Battle Pod stands nearly 50 ft high at the top-most point of its hull, and weighs more than 130 tons, it moves with uncanny grace and almost feral athleticism.

CYBER-SLAVES AND DROIDS

These creatures are common and ever-present, but rarely noticed. They exist at the fringes of galactic society, maintaining weapons and starships, selling goods, and performing labor. The deadliest of these minor robots perform military or law enforcement duties and are properly armed for the duty.

CYBER-SLAVE – CR 3

Medium N Humanoid (human, cyborg)
XP 800
Init +0 **Senses** Lowlight vision, perceive unencrypted radio/television/wifi signals, Perception -1
Languages Galactic Common

Defense
AC 10 **Touch** 10 **Flatfooted** 10
HP 4d8 +12 hp (30 HP)
FORT +7 **REF** +1 **WILL** +0
Weaknesses Cybernetic Security Risk -3

Offense
Spd 30 ft
Melee +8 jackhammer arm (3d6 bludgeoning, 20/x2, has the deadly and distracting property)

Statistics
Str 19 **Dex** 10 **Con** 16 **Int** 6 **Wis** 9 **Cha** 4
Base Atk +3 **CMB** +7 **CMD** 17
Feats Endurance, Power Attack, Weapon Focus (jackhammer arm)
Skills Craft (mechanical) +8
Gear mechanical tool kit
Cybernetics
Headware **–** Onboard Computer, Professional Database (Craft: mechanical), Lowlight Optics
Bodyware – Lactic Acid Scrubbers, Workingman Industrial Prosthesis

Ecology
Environment any
Organization usually deployed in work gangs of 3-6, often supervised by a more intelligent master: use any Alien Scum or Free Spacer stat-block as desired
Treasure incidental

SPECIAL ABILITIES

Restraining Programs (EX)
The Cyber-Slave cannot take direct hostile action against his owner or known allies of his owner. Attempts to do so are simply wasted, as the Cyber-Slave stands helpless. It requires a DC 30 Computer Use check to remove this program from the Cyber-Slave's system; failure by more

than 5 points kills the Cyber-Slave.

NATURE

Despite their bathtub-steroid strength augmentation and deadly, rockcrushing jackhammer limb, Cyber-Slaves are cringing and servile. Debtors, criminals and political dissidents have huge chunks of their frontal lobes burned out, work-computers stapled to the brain tissue left over, and a heavy-duty power tool fitted to the stump where their off-hand used to be.

Cyber-Slaves are popular labor choices among the galaxy's cruelest and wealthiest – they are cheaper to operate and easier to purchase than high-quality mechanical servitors. There's also something to be said for transforming your worst enemy or nastiest rival into braindamaged, crying cyber-meat and making him spend the remainder of his estimated 25 year service life performing routine maintenance on your spaceship.

CYBER-SLAVE, BORDELLOID – CR 1

Medium CN Humanoid (human, cyborg)
XP 400
Init +3 **Senses** Lowlight vision, Darkvision 60 ft, perceive unencrypted radio/television/wifi signals, Perception +1
Languages Galactic Common and 9 other most common galactic languages, including Binary, Fursong, Proximite, Seth and others

Defense

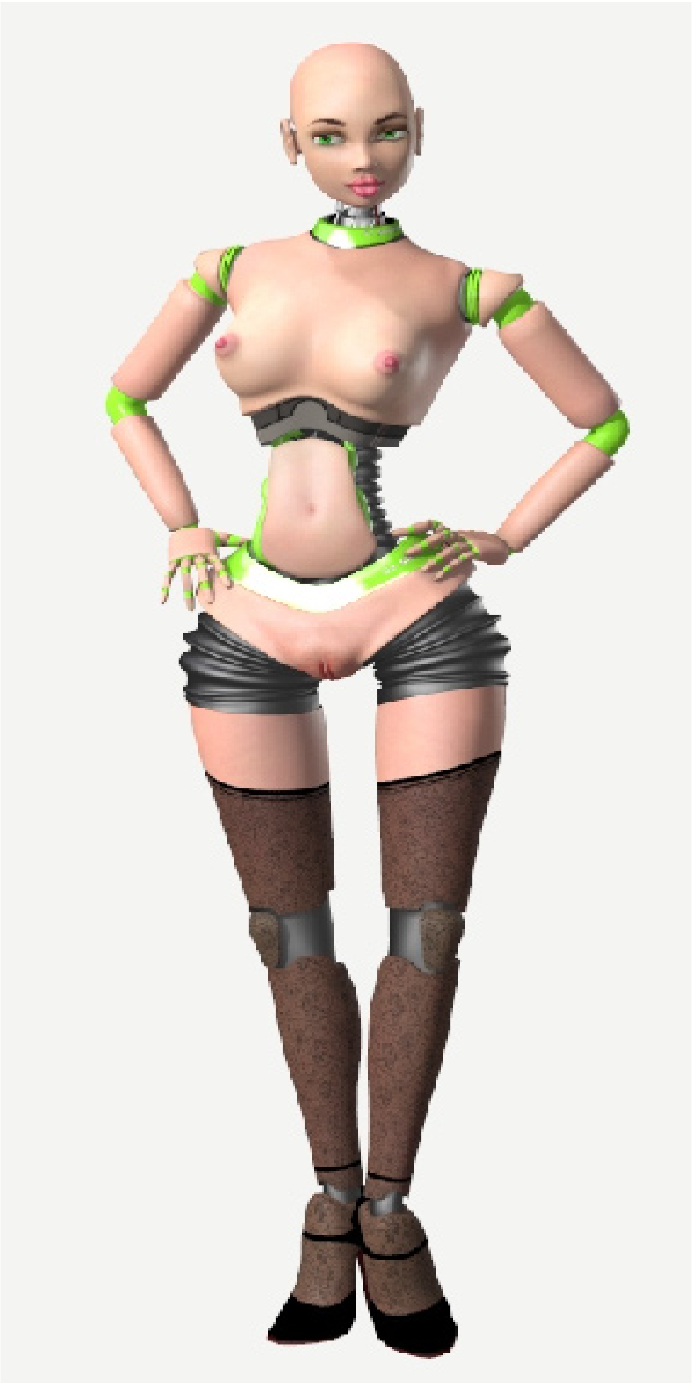
AC 18 **Touch** 16 **Flatfooted** 15 (+3 DEX, +2 natural, +3 luck)
HP 2d8 +4 hp (HP)
FORT +2 **REF** +6 **WILL** +1
Immune disease, flanking and the flatfooted condition*, poison, starvation
Weaknesses cybernetic security risk -3

Offense

Spd 40 ft
Melee +3 slam (1d6+2 bludgeoning, 20/x2)
Ranged +4 integrated tasp blaster (1d10 pleasure, 19-20/x2, 30 ft range increment, single shot)

Statistics

Str 14 **Dex** 16 **Con** 14 **Int** 11 **Wis** 12 **Cha** 17
Base Atk +1 **CMB** +3 **CMD** 16
Feats Catch Off Guard, Gifts of Ecstasy, Super Kawaii
Skills Knowledge (local) +5, Perform (dance) +8, Perform (sexual) +10



Cybernetics
Headware – Onboard Computer, Linguistic Database, Feat Database (Gifts of Ecstasy, Super Kawaii)

Ecology

Environment any urban
Organization usually found in groups of 4d6 per whorehouse, except in exceptionally large and famous or tiny and substandard establishments
Treasure standard (in lair)

SPECIAL ABILITIES

WIFI Sisterhood (EX)
If a Bordelloid has access to a functioning *WIFI Gossip* ability, if she succumbs to a mind-affecting ability, she automatically overcomes the effect in 1d4 rounds as the local hive-mind effectively reboots and reinstalls her personality. This has no effect on mind affecting abilities of shorter duration, or effects the Bordelloid overcomes by other means before this period.

WIFI Gossip (EX)
All Bordelloids within ½ mile are in constant electronic communication. No Bordelloid within this range is flatfooted or flanked unless they are all. All Bordelloids are instantly aware of anything an individual Bordelloid learns.

This ability can be suppressed by any effect that would jam or impede wireless communications signals.

NATURE

Bordelloids are a familiar sight at lower end whorehouses throughout the galaxy. They are created *en masse* from young hominids sold into sex slavery. Everything but the brain and central nervous system is surgically excised, then upgraded with brain-computers running high end porno-programs. Their chassis is a simple robotic endo-skeleton sheathed in vat-grown human tissue of extraordinary smoothness and beauty, including simulated genitals cloned from ancient porno star templates. This fleshy covering is always Caucasian and sweetly attractive, regardless of the original race and gender the brain of the Bordelloid was taken from. Bordelloid flesh requires minimal upkeep, heals naturally (albeit slowly) and only requires a simple nutritional shake every few days.

Bordelloids are more personable and lifelike than low-end sex droids, and a lot cheaper and easier to mass produce than top tier ***Erobots*** or dedicated sex ***Synths***. These cyber-prostitutes have a streak of independence and solidarity that their personality-override software and control implants can't quite destroy. Violence against a Bordelloid results in shockingly fast retaliation by all nearby Bordelloids, and even rudeness toward one can turn an entire whore-house's worth of Bordelloids against a spacer. Despite being slaves, Bordelloids have a sense of boundaries – there are injuries and insults they will not tolerate, regardless of the cost of rebellion.

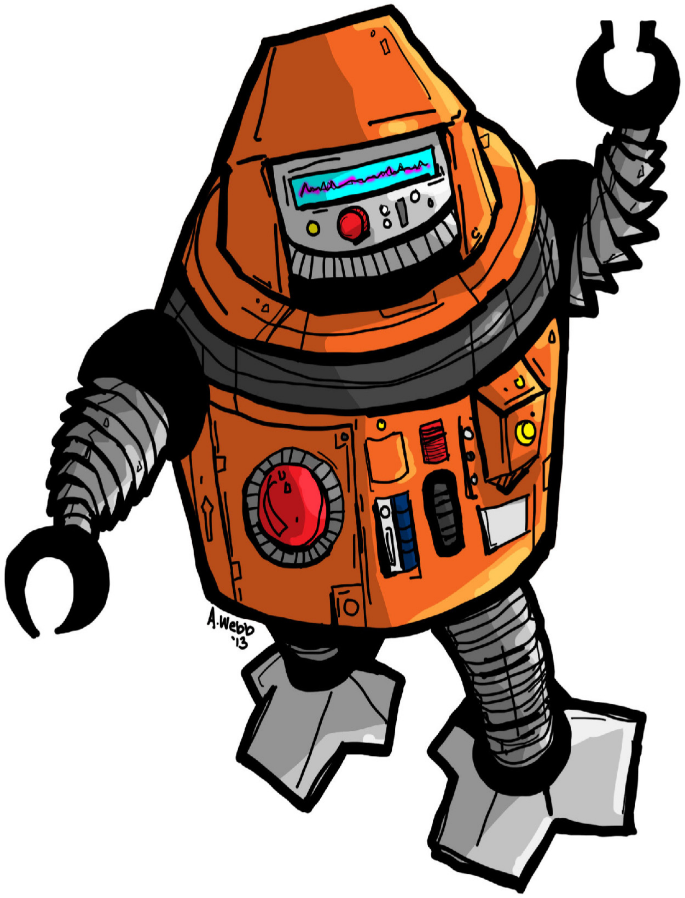
DROID, ASTROMAGE – CR 2

Small LN Construct (Star Droid) Adept 4
XP 600
Init -1 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted wifi/radio/television signals, Perception +3
Languages Binary, Galactic Common, Star Droid

Defense
AC 12 **Touch** 10 **Flatfooted** 12 (-1 DEX, +1 size, +2 natural)
HP 4d6 + 10 hp (24 HP)
FORT +1 **REF** +0 **WILL** +7
Immune construct immunities

Offense
Spd 20 ft
Melee +0 slam (1d3-2 bludgeoning, 20/x2)
Spellcasting (CL 4th Concentration +7)
Second **–** Scorching Ray (R-DC 15)
First **–** Comprehend Languages, Sleep (W-DC 14) prepared twice
Zero **–** Detect Magic, Ghost Sound, Light, Mending (favorites)

Statistics
Str 6 **Dex** 9 **Con** - **Int** 14 **Wis** 17 **Cha** 11
Base Atk +2 **CMB** -1 **CMD** 8



Familiar Companion AI (*Technology Unleashed,* Otherverse Games)
Feats Gearhead, Scribe Scroll
Skills Computer Use +11, Craft (electronic) +7, Knowledge (technology) +7, Pilot +1, Repair +11
Gear Droid Tool Kit (integrated equipment), mwk. electronic kit

Ecology
Environment any urban
Organization usually solitary, accompanied by familiar
Treasure standard (including gear)

SPECIAL ABILITIES

Droid Tool Kit (EX)
The Astromage Droid has a variety of useful gadgets built into itself. It is equipped with the following pieces of equipment, which it can use at will.

- Binoculars
- Flashlight
- Plasma Welder
- Specialized Scanner (Electro-Comp)

NATURE

Astromage Droids are rare, competent and self-confident Star Droids with a gift for magic. Even though they tap into exotic energies most of their artificial species are completely oblivious to, Astromage Droids still retain an engineer's pragmatism. Astromage Droids view magic in purely scientific terms, as the manipulation of strange (yet measurable and quantifiable) energies, shaped by consciousness and will.

Astromage Droids are nomads, on good terms with most spacer factions. They want to see the galaxy and its wonders, because doing so provides insights that unlocks new spell programs within their core consciousness. To this end, Astromage Droids will contract for service aboard commercial starships, often filling the chief engineer or assistant chief engineer billet.

DROID, ENFORCER – CR 1

Medium N Construct
XP 400
Init +1 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +2
Languages understands Galactic Common or one other language, does not speak

Defense
AC 13 **Touch** 11 **Flatfooted** 12 (+1 DEX, +2 natural)
HP 2d10 +10 hp (21 HP)
FORT +0 **REF** +1 **WILL** +2
Resist Cold 5, Fire 5
Immune construct immunities
Vulnerability Electricity

Offense
Spd Flight 40 ft
Melee +5 buzzsaw (1d6+3, 18-20/x2, has the *deadly* and *distracting* weapon properties)
Ranged +3 laser blaster (2d6 fire, 20/x2, 50 ft range increment, semiauto)

Statistics
Str 16 **Dex** 12 **Con** – **Int** – **Wis** 14 **Cha** 1
Base Atk +2 **CMB** +5 **CMD** 16 (cannot be tripped)
Feats Hover

Ecology
Environment any
Organization varies from pairs to independent fleets of 16 Enforcer Droids, or accompanying military formations as additional fire support and light infantry
Treasure incidental

SPECIAL ABILITIES

Built by the Lowest Bidder (EX)
Enforcer Droids are cheaply made, and only receive half the bonus HP a Construct of their size would normally receive; in this case +10 hp rather than +20 hp.

NATURE

Enforcer Droids are cheaply made, mass produced combat robots. Robots of this type are in wide service across the Multiverse – some are assigned to police forces, military units, part of private security details, while others are used by criminal factions as killing machines or torture devices.

Enforcer Droids resemble legless, hovering upper torsos floating on a faintly humming, luminous grav-emitter. The robot's right appendage terminates in a power saw that can chew through hull-metal, while its left appendage includes a military laser rifle. Enforcer Droids are capable of conducting semi-autonomous patrols of designated area and engaging targets, but little beyond that. They have extremely rudimentary AI, thin polymer hulls and a design that makes them cost-efficient but extremely fragile.

DROID, HISTORY-PARK RELIC – CR 2

Medium CN or CE Humanoid (android)
XP 600
Init +1 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +1
Languages Binary, Galactic Common, 1 or 2 historic Earth language(s) of choice

Defense
AC 14 **Touch** 11 **Flatfooted** 13 (+1 DEX, +2 armor, +1 natural)
HP 3d8 +6 hp (20 HP)
FORT +2 **REF** +4 **WILL** +2
Immune suffocation, radiation, vacuum (No Breath)

Offense
Spd 30 ft
Melee +4 battle axe (1d8 slashing, 20/x3)
Ranged +3 javelin (1d6 piercing, 20/x2, 30 ft range increment)
Special Qualities No Breath

Statistics
Str 15 **Dex** 13 **Con** 12 **Int** 12 **Wis** 14 **Cha** 9
Base Atk +2 **CMB** +4 **CMD** 15
Feats Power Attack, Run
Skills Climb +8, Knowledge (history) +11, Stealth +7
Gear battle axe, 3x javelins, leather armor

Ecology
Environment most lands, especially urban and ruins areas
Organization solitary, pair, or gang (4d6)
Treasure standard (including gear)

SPECIAL ABILITIES

Glitch Surge (EX)
The History-Park Relic is an old, badly maintained android. As an immediate action the History-Park Relic can glitch its systems, gaining a +1d4 bonus on attack and damage rolls, but suffering an equal amount of Electrical damage. The bonus and Electrical damage is rerolled at the end of each round.

If the History-Park Relic maintains a Glitch Surge for at least 2 consecutive rounds, on the third and each additional round, the android's weapons all gain the Shocking property, even though they are non-magical.

NATURE

Nothing grows old and outdated faster than the future. A generation ago, full-immersion theme parks, each based around a particularly adventurous period in Earth's history, offering tours and adventure packages (including all the sex and simulated combat you could ever want), provided by android employees. Tastes changes, and most of the history-parks went bankrupt, the few still in business operating on shoestring margins. The android actors that pretended to be Roman legionnaires, Wild West cowboys, Mongol horse-lords or Japanese samurai saw one maintenance cycle after the next ignored due to budget cuts.

Eventually a cascade of hardware and software glitches turned these supposedly tame androids into genuinely lethal man-killers. Despite the slogans they sometimes shout (though a vox-processor garbled with static and distortion), History-Park Relics are madmen rather than actual robot revolutionaries. Their neural nets are too corrupted for real strategy; they usually charge in screaming, hack away with sparking weapons. If they actually win the battle, they usually wear parts of whatever unwary humans they manage to slaughter.

DROID, PURSUIT – CR 4

Medium N Construct
XP 1,200
Init +2 **Senses** Darkvision 60 ft, lowlight vision, scent, perceive unencrypted radio/television/wifi signals, Perception +10
Languages understands Galactic Common or one other language, but cannot speak

Defense
AC 16 **Touch** 12 **Flatfooted** 14 (+2 DEX, +4 natural)
HP 5d10 +20 hp (48 HP)
Fast Healing 1 (electrical)
FORT +1 **REF** +3 **WILL** +5
Immune construct immunities

Offense
Spd 50 ft
Melee +7 bite (1d8+2 piercing, 20/x3 plus trip)
Ranged +7 assault rifle (2d6 ballistic, 20/x2, 100 ft range increment, semiauto)

Statistics
Str 14 **Dex** 14 **Con** – **Int** 2 **Wis** 18 **Cha** 4
Base Atk +5 **CMB** +7 (+9 trip) **CMD** 17 (23 vs trip)
Feats Greater Trip, Improved Trip, Run
Skills Perception +10, Survival +9

POLICE
POLICE
15
15

Ecology
Environment any
Organization often deployed as a solitary tracker or part of a fugitive recovery unit
Treasure incidental

SPECIAL ABILITIES

Nano-Tracer Bullets (EX)
All of the rounds in the Pursuit Droid's internal magazines are impregnated with nano-scale transmitters. The Pursuit Droid receives a +10 competence bonus on Survival checks made to track any creature damaged by its assault rifle ranged attack within the past 24 hours. It also receives this bonus to track creatures damaged by any other Pursuit Droid's ranged weapon within the past 24 hours.

NATURE

Pursuit Droids are animalistic combat robots designed in imitation of the canid or lupine body plan, and are equipped with similar sensory capabilities. Pursuit Droids are more intelligent and self-directed than other combat droids, and are capable of prolonged, independent operation. Pursuit Droids are tireless hunters, capable of running prey to exhaustion by following it relentlessly for hours or days. Pursuit Droids are often deployed by fugitive recovery task forces, or by anti-terrorist squads. More darkly, Pursuit Droids can be programmed to track runaway slaves, political dissidents or inflict terror on a civilian populace in need of 'pacification'.

DROID, ROGUE – CR 6

Medium CN or CE Construct
XP 2,400
Init +0 **Senses** Darkvision 60 ft, perceive unencrypted radio/television/wifi signals, Perception +1
Languages Galactic Common, Star Droid, a few other machine languages

Defense
AC 20 **Touch** 10 **Flatfooted** 20 (+10 armor)
HP 8d10 + 20 hp (56 HP)
Damage Reduction 5/+1
FORT +2 **REF** +2 **WILL** +3
Immune construct immunities
Vulnerability Electricity

Offense
Spd 30 ft
Melee two +12 slams (1d8+2 bludgeoning, 20/x2)
Ranged two +11 heated bolt guns (1d6 piercing plus 1d6 fire, 20/x2, 20 ft range increment, unlimited ammo)
Special Attacks Jury-Rigged Welder (30 ft cone, 3d6 fire, REF DC 15 half, usable at will)

Statistics
Str 15 **Dex** 10 **Con** - **Int** 10 **Wis** 12 **Cha** 2
Base Atk +10 **CMB** +12 **CMD** 22
Feats Improved Grapple, Improved Sunder, Power Attack, Weapon Focus (heated bolt gun)
Skills Climb +6, Craft (mechanical) +4, Stealth +4, Repair +4

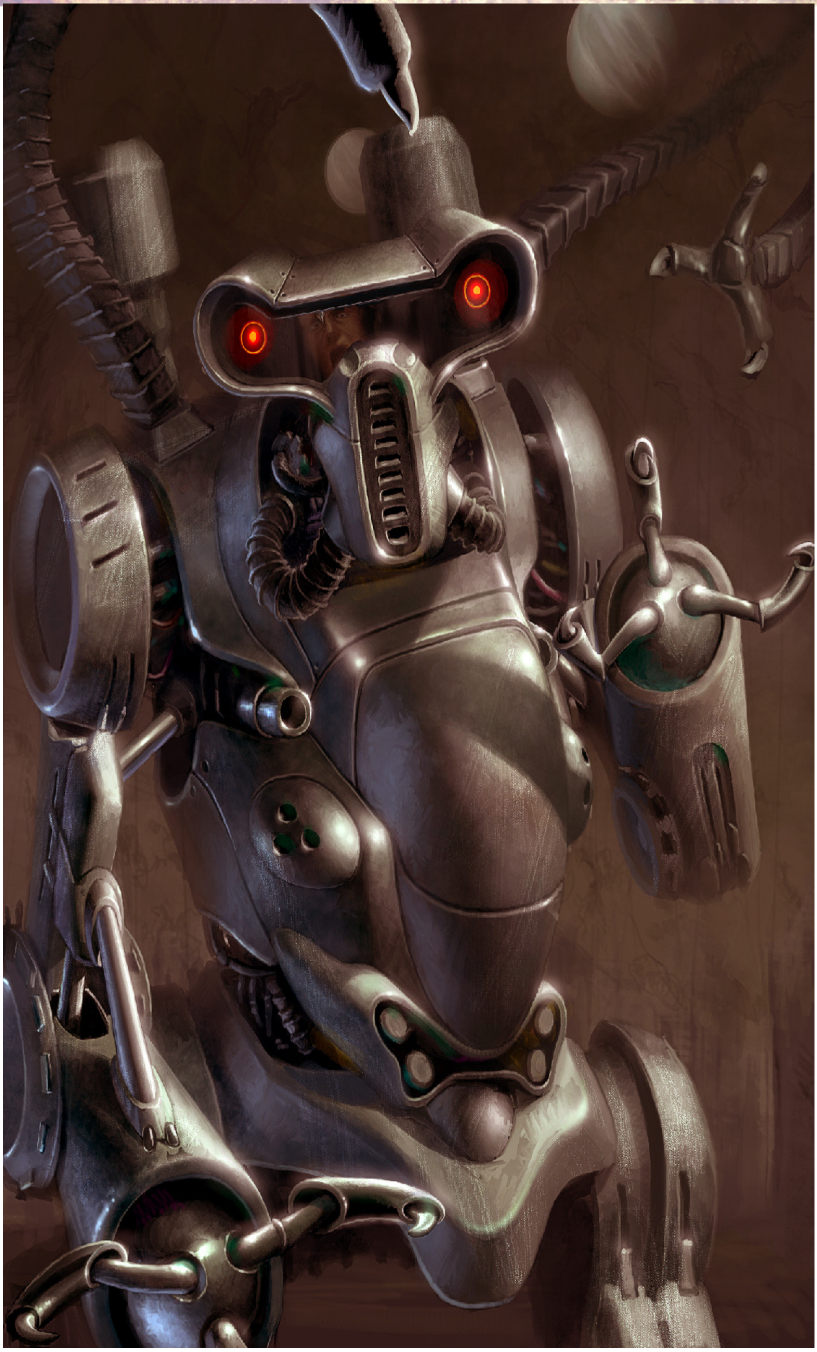
Ecology
Environment any urban or underground
Organization usually solitary
Treasure standard

SPECIAL ABILITIES

Boozer Bot (EX)
The Rogue Droid can quaff a dose of booze as a standard action and recover 1d6 Hit Points; this increases to 1d8 Hit Points if the booze is especially pricy or high quality.

Grudge (EX)
The Rogue Droid gains a +1 morale bonus on attack and damage rolls against Humans, due to special training against these hated meatbags.

Jury-rigged Welder (EX)
The Rogue Droid has modified its welder, turning it into a pretty respectable flame thrower. This attack is a 30 ft cone that inflicts 3d6 fire (REF DC 15 half), usable as an attack action.



NATURE

This bulky and basically humanoid fabrication-droid used to assemble starship coolant systems, until its AI glitched and it got pissed off welding alloy couplers for 23 hours a standard-day (with a one hour daily recharge and maintenance cycle). Now, the Rogue Droid wanders the alleyways and florescent lit service tunnels of humanoid stations, scrounging what it needs. (This consists primarily of booze and lubricant oil for its servos.)

Occasionally the droid takes vengeance on some fleshie or the other – most organics look alike to it, and it finds it difficult to differentiate between its former owners and other, unrelated hominids. Rogue Droids are often used as disposable terror-assets by more advanced rogue AI. While a single Rogue Droid can be a major civic hazard, an infestation of Rogue Droids can be a symptom of a much more dangerous AI-driven crisis.

DROID, TORTURE – CR 2

Small LE Construct
XP 600
Init +1 **Senses** Darkvision 120 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +6
Languages Galactic Common and 1d3 random galactic languages

Defense
AC 16 **Touch** 12 **Flatfooted** 15 (+1 size, +1 DEX, +4 natural)
HP 2d10 +10 hp (21 HP)
FORT +0 **REF** +1 **WILL** +2
Immune construct immunities

Offense
Spd Fly 30 ft (average)
Melee two +5 claws (1d4+1 slashing, 19-20/x2) OR
Melee +9 medical torture (1d4+1 slashing plus effect, 19-20/x2)
Spell-Like Abilities (CL 2nd Concentration +4)
At Will – bleed (F-DC 12)
3x/day – fear (W-DC 13)

Statistics
Str 14 **Dex** 12 **Con** – **Int** 10 **Wis** 14 **Cha** 12
Base Atk +2 **CMB** +3 **CMD** 14 (cannot be tripped)
Feats Hover
Skills Heal +9, Intimidate +7, Sense Motive +8, Perception +6
Gear onboard sensors that function as a medi-comp; built in masterwork first aid kit

Ecology
Environment any
Organization usually operate alone or under the direction of a human overseer; sometimes employed by a ***Genocide Templar*** or ***Techno-Fascist*** squad as advanced scouts
Treasure none

SPECIAL ABILITIES

Medical Tortures (EX)

Rather than making two claw attacks, the Torture Droid can make a single melee attack using Heal in place of its attack bonus. If this attack hits, in addition to doing claw damage, the target suffers either ongoing Bleed 1 or suffers +1d6 points of electrical damage. The Torture Droid decides which prior to rolling the Heal check.

NATURE

Torture Droids are insidious terror machines. Their advanced AI core is modeled on the structure of serial killer neuro-psychology. Torture Droids are capable of reading and reacting to human verbal and non-verbal communication to a degree that few other droids are. This complex programming makes the Torture Droid an even more effective interrogator. Torture Droids have no conception of compassion; if they ever pause in their tortures, it is because their onboard medical sensors indicate the subject is slipping into shock or edging towards cardiac arrest. As soon as the diagnostic readouts return to safe levels, the torture resumes.

Torture Droids are floating mechanisms that resemble a metal and plastic jellyfish. An array of tendrils, probes and wires dangle from the robot's dorsal surface, encircling the robot's anti-gravity emitter. Torture Droids have dark hulls that are easy to wash blood and bodily fluids from.

LIFESPAWN & ALIEN FAMILIARS

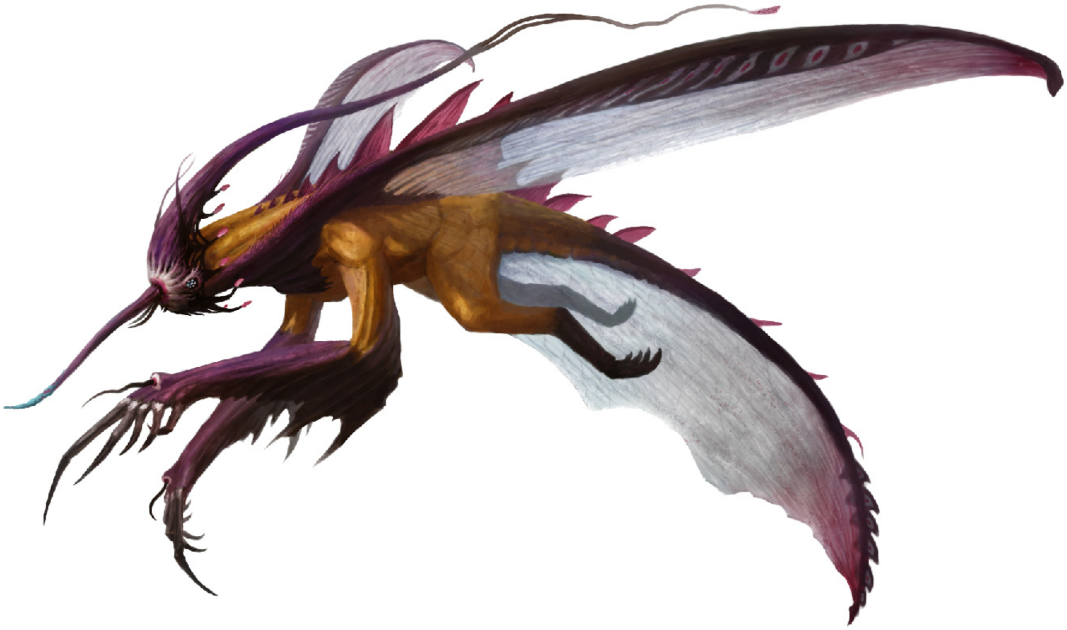
While the mere rumor of a ***Nemesis Hellraider*** incursion can evacuate an out-colony, the Lifechain encompasses scavengers, pests, recyclers and minor predators as well as fearsome star-horrors. Occultists throughout the Multiverse sometimes take these least Lifespawn as partners and familiars.

SMALL FAMILIARS

As Small creatures, Small Familiars threaten the areas around them, and can be used to flank enemies, though both familiars and their masters are loath to use such tactics, as the usual result is a dying familiar. Small familiars are harder to conceal and keep out of sight than Tiny familiars.

Familiar	Lifespawn Bloodline	Special Ability Granted
Annunciate	Nemesis	Master gains a +3 bonus on Knowledge (nature) checks
Breeder Poof	Not Lifespawn	Master gains a +3 bonus on Perform (sexual) checks
Choirbird	Choir	Master gains a +3 bonus on Perform (sing) checks
Dr. Youp's Dispensor Droid	Not Lifespawn	Master gains a +3 bonus on Craft (phamacutical) checks
Ecto-Slime	Not Lifespawn	Master gains a +3 bonus on Intimidate checks
Float Eye	Not Lifespawn	Master gains a +3 bonus on Visual Perception checks
Lifeseeker	Nemesis	Master gains a +3 bonus on Fly checks
Momori	Not Lifespawn	Master gains a +3 bonus on Heal checks
Shaper Unit	Genesis	Master gains a Gearhead as a bonus feat
Skitter-Mek	Not Lifespawn	Master gains a +3 bonus on Craft (mechanical) checks
Starseed	Not Lifespawn	Master casts spells with the electricity, fire or light descriptor at +1 cster level up to 3x/day. Make the choice as an immediate action.
Von Newmann Cherub	Genesis	Master gains a +3 bonus on Craft (mechanical) checks

FAMILIAR, ANNUNCIATE CR 1/2



Tiny N Magical Beast (Lifespawn)
XP 200
Init +3 **Senses** Darkvision 60 ft, Scent, Lifesense 1 mile, Perception +3

Defense
AC Touch Flatfooted (+2 size, +3 DEX, +1 dodge)
HP 1d10 hp (5 HP)
FORT +2 **REF** +5 **WILL** +3
Immune disease, poison
Weaknesses Lifecount 1

Offense
Spd 10 ft, Flight 50 ft (perfect)
Melee +1 bite (1d3 slashing, 20/x2)
Special Qualities Genetic Missive

Statistics
Str 11 **Dex** 17 **Con** 11 **Int** 1 **Wis** 16 **Cha** 1
Base Atk +1 **CMB** -1 **CMD** 12
Feats Dodge, Hover^{B}
Skills Fly +17, Survival +7 (Racial Modifier: +8 Fly)

Ecology
Environment any warm land or marsh
Organization always solitary
Treasure none

SPECIAL ABILITIES

Genetic Missive (EX)
Annunciates are living delivery systems for Lifespawn infection- a biological syringe that can be programmed to seek out and infect a specific target. It requires a DC 18 Craft (alchemy/chemical) check and a genetic sample from the intended target to program an Annunciate to deliver its Genetic Missive. Alternatively, if the Annunciate is a familiar, its master can command the creature to deliver its Genetic Missive to the master without requiring a check.

The Annunciate gains the ability to sense the distance and direction to its target as long as both it and the target are on the same plane and planet. It will fly by the most direct route to this target. If it successfully bites the target, that target must succeed at DC 15 FORT Save or gain the Lifespawn subtype and gain Awakened Heritage (Nemesis) as a racial bonus feat. This feat is described in this sourcebook's appendix. The target is *nauseated* for 24 hours due to the genetic changes.

Once it bites its target using Genetic Missive, whether it successfully passes on its genetic material or not, the Annunciate dies. An Annunciate killed in this manner cannot be returned to life.

NATURE

Annunciate are minor Lifespawn symbiotes common on a thousand, far flung worlds. Like mosquitoes carrying malaria, Annunciates are a vector for Lifespawn infection. Their fecundity, blind dedication to passing on their infection, and evolutionary vigor is the main reason that the so-called "Nemesis" bloodline is the most common Lifespawn heritage by a dramatic margin.

Annunciates are golden skinned, monkey-sized creatures of no clear phylum. Their scrawny bodies blend mammalian, avian and dragonfly-like insectoid traits into a chimerical whole. They are fast fliers and implacable trackers. Sentient humanoids sometime train them as hunting animals, or assassination weapons. While the Lifespawn infection they carry can be a route to evolutionary power, it can also be a killer's tool. By making a creature Lifespawn, the Annunciate makes that creature more vulnerable to the predatory attention of other, more powerful Lifespawn. Occultists with a connection to the natural world, or a fascination with the universes most beautiful and deadly creatures, choose an Annunciate as a familiar. They must battle the constant temptation to command the creature to poisonously uplift them.

FAMILIAR, BREEDER POOF – CR 1/2

Tiny N Magical Beast
XP 200
Init +2 **Senses** lowlight vision, Perception +0

Defense
AC 14 **Touch** 12 **Flatfooted** 12 **(**+2 size, +2 DEX**)**
HP 1d10 hp (5 HP)
FORT +2 **REF** +4 **WILL** +0

Offense
Spd 20 ft
Melee +3 bite (1 slashing, 20/x2)

Statistics
Str 5 **Dex** 15 **Con** 8 **Int** 2 **Wis** 10 **Cha** 3
Base Atk +1 **CMB** -4 **CMD** 9
Feats Weapon Finesse (bite)
Skills Stealth +7

Ecology
Environment any (which they quickly overpopulate and over hunt)
Organization initially single, then double, than quadruple, than there's 16 of 'em, then 256, then 65,536 and then you're good and frakked
Treasure cuddles

SPECIAL ABILITIES

Cloning Poof! (EX)
When badly injured or dying, the Breeder Poof replicates to preserve its species. When a Poof is destroyed, its carcass under goes mitosis, splitting into two new Breeder Poofs with full Hit Points within 1d4 rounds. If a Poof is destroyed by a critical hit, 2d6 Breeder Poofs are created instead!

Poofs slain by fire or acid (or those whose carcasses are burned or splashed with acid prior to the process' completion) do not spawn new Breeder Poof clones.

Infinite XP Cap

Cloned Poofs produced by Poofs slain in battle are worth 0 additional XP; their XP is considered part of the XP of the original Poof. Consider this a sanity check for your campaign, so the players don't start playing *Poof-in-a-blender* anytime they want to power level their characters.

NATURE

The Breeder Poof- bane of civilizations throughout the cosmos.
Adorable, cuddly-wuddly bane of civilizations.

Breeder Poofs are popular pets on hundreds of worlds, and that's precisely the problem. Born pregnant, the species reproduces by cloning, and have evolved for exponential growth. Unchecked, a single Breeder Poof imported to an unprepared world can replicate itself several million times within a few months, and completely devastate a world eco-system. More than one world has starved or suffered complete eco-collapse because of a stowaway nest of Breeder Poofs hiding in the landing gear of a visiting starship.

Breeder Poof are omnivores fairly similar to Earth cats. They have luxurious fur in a variety of Earth tones, and a piercing meow that sounds cute when its only one Poof 'singing' and rapidly gets annoying when the creatures start multiplying. Breeder Poofs replicate completely every 72 hours, and new Breeder Poofs are born hungry and capable of hunting for themselves. Attempting to exterminate Breeder Poofs only causes them to breed faster- an evolutionary attempt to preserve the species in times of crisis.

Quite a few worlds allow chemically sterilized Breeder Poofs as pets, but most worlds demand that pet Poofs be placed in quarantine for at least 120 hours, to ensure that they are truly sterile and not 'another frakkin' puffball cloner'. Breeder Poofs live between five to seven Earth years as pets and about 2-3 years as wild scavengers. Many Pacifican spellcasters (and others, especially from decadent pleasure worlds) choose chemically neutered Breeder Poofs as familiars.

SIMILAR CREATURES

The most dangerous Breeder Poof strain is infected with ***Xenogaunt*** DNA, and even a single infected Poof can threaten an entire solar system. Unfortunately, the galactic pet market doesn't bother to do much screening before placing a Poof with a buyer.

If an infected Breeder Poof is fully immersed in water, or splashed with at least a gallon of water or potable liquid, its Cloning Poof activates. All clones of the infected Breeder Poof are themselves infected. If any infected Breeder Poof is fed after sunset (or during the darker, quieter night cycle of an artificial world or station), a metabolic reaction occurs, painfully transforming the infected Breeder Poof into a ***Xenogamete*** over the course of 1d4+2 hours. If the helpless Breeder Poof is destroyed before this period the transformation does not occur.

FAMILIAR, CHOIRBIRD – CR 1/2

Diminutive LN Aberration (Air, Lifespawn)
XP 200
Init +3 **Senses** Lowlight vision, Lifesense 1 mile*, Perception +1
Languages Auron

Defense
AC 18 **Touch** 18 **Flatfooted** 14 (+4 size, +4 DEX)
HP 1d8 hp (4 HP)
FORT +0 **REF** +4 **WILL** +3
Immune disease, poison, silence
Weaknesses Lifecount 1

Offense
Spd 5 ft Flight 40 ft (average)
Melee -5 talon (1 piercing plus 1 sonic, 20/x2)
Ranged +4 sonic dart (1d3 sonic, 20/x2, 25 ft range increment)
Spell-Like Abilities (CL 1st Concentration +3)
At Will – Ghost Sound (W-DC 12)

Statistics
Str 1 **Dex** 19 **Con** 11 **Int** 5 **Wis** 13 **Cha** 15
Base Atk +0 **CMB** -8 **CMD** 6
Feats Skill Focus (sing)
Skills Fly +8, Perform (sing) +8

Ecology
Environment cold forests and mountains
Organization pair, flight (2d4)
Treasure none

SPECIAL ABILITIES

Immunity to Silence (EX)
The Choirbird, as a descendant of the Second Iteration's cosmic Choir, is immune to magical silence.

Seeker of the Senate (SU)
The Choirbird's Lifesense range is extended to 500 miles when the avian attempts to detect Lifespawn of the Choir, Fencer, Gazelle or Senator bloodline or creatures connected to those bloodlines.

NATURE

Choirbirds are a remnant of ***Second Iteration*** comms-tech that somehow grafted itself to avian DNA and is trying, futility and instinctively, to perform the functions this tech fulfilled in the previous universe. The result is a keenly intelligent yet endlessly seeking bird that is as much coherent sonic force as flesh. Choirbirds are marked by pristine silver plumage, dashed with skyblue and encircled by drifting motes of pink and crimson sonic energy.

Choirbirds are pushy, curious birds. They are constantly demanding of their masters' affections, and obsessed with discovering other Lifespawn remnants of the Second Iteration. Choirbirds will gladly abandon a current master for a chance to serve a Senator-blooded Lifespawn, a fact that tends to shock both their current and potential masters.

FAMILIAR, DR. YOUP'S DISPENSER DROID – CR 1/2

Small N Construct
XP 200
Init -1 **Senses** Darkvision 60 ft, Perception +0
Languages Understands Galactic Common but does not speak

Defense
AC 14 **Touch** 10 **Flatfooted** 14 (+1 size, -1 DEX, +4 natural)
HP 1d10 + 10 hp (15 HP)
FORT +0 **REF** -1 **WILL** +0
Immune Construct Immunities
Vulnerable Electricity

Offense
Spd 20 ft
Melee two -1 slams (1d4-3 bludgeoning, 20/x2)
Spell-Like Abilities (CL 1st Concentration +1)
At Will – Condom When You Need One
3x/day – Pocket Pills

Statistics
Str 4 **Dex** 8 **Con** - **Int** 8 **Wis** 10 **Cha** 8
Base Atk +1 **CMB** -3 **CMD** 6
Feats Run
Skills Knowledge (local) +0, Perform (sing) -1

Ecology
Environment any urban
Organization accompanying a master, playing ad jingles at the worst possible time
Treasure incidental

NATURE

Dr. Youp's medical, leisure and other products are infamous from one end of the galaxy to the other. Some work, some are complete and utter rip-offs, but all of them are sold in every space station bathroom, orbital habitat coffin hotel, bordello and shopping mega-plex throughout known space. Dr. Youp's Inc. sponsors promising, but low income young wizards, offering scholarships (good luck claiming any of those creds), internships (get ready for 6 months of slave labor) and free familiars (that work almost as advertised).

Dr.Youp's Dispenser Droids are basically a medicine cabinet on six robotic legs, painted in sickly green and grey, and projecting a tiny blue hologram of the cheerful smiling and amphibious Dr. Youp himself above their back. The little droid is fairly smart, capable following pretty complex instructions. They do however have an annoying habit of playing high (and we're talking 100 decibels here, at least) volume commercials at the absolute worst possible time: anytime their master is trying to sneak somewhere, or trying to sleep, or about to slip into somebody hot, wet and sticky, at your grandmother's funeral service, in church, when you're trying to defuse a bomb….you get the idea.

FAMILIAR, ECTO-SLIME CR 1/2

Tiny CN Undead (incorporeal)
XP 200
Init +0 **Senses** Darkvision 60 ft, lowlight vision, Perception +1
Languages understands Galactic Common but cannot speak

Defense
AC 13 **Touch** 13 **Flatfooted** 13 (+2 size, +1 deflection)
HP 1d8 +1 hp (6 HP)
FORT +0 **REF** +0 **WILL** +3
Immune undead immunities, physical damage from non-magical sources
Vulnerable Electricity, Force

Offense
Spd Flight 30 ft (perfect)
Melee +0 incorporeal touch (*sickened* until end of next turn)
Ranged +0 poltergeist activity (1d3 bludgeoning or slashing, 20/x2, 10 ft range increment)
Psi-Like Abilities (ML 1st Concentration +2)
At Will – Far Hand

Statistics
Str – **Dex** 11 **Con** – **Int** 2 **Wis** 13 **Cha** 12
Base Atk +0 **CMB** +0 **CMD** 10
Feats Hover
Skills Stealth +4

Ecology
Environment any urban or ruins
Organization solitary, pair or pool (4-8)
Treasure none

SPECIAL ABILITIES

Sickening Touch (SU)
A living creature hit by the Ecto-Slime's incorporeal touch attack is *sickened* until the end of their next turn. The effects of multiple nauseating touches are not cumulative.

NATURE

Ecto-Slimes are pathetic wisps of undirected psychic energy, based on the most basic needs of the dead. These ghostly pests make enormous messes by telekinetically flinging food round wildly as they try, flutily to eat and drink it, leaving rooms covered in splattered food, garbage and ectoplasmic slime. Ecto-Slimes are more annoying than dangerous, but they might still toss something sharp or heavy at your face if you piss 'em off. Ecto-Slimes resemble little blobs of colorful, translucent ectoplasm that look somewhat like a person, in the same way a four year old's refrigerator drawings look somewhat like a person.

FAMILIAR, FLOAT EYE – CR 1/2

Tiny N Aberration (Exx-Kyron)
XP 200
Init +3 **Senses** Darkvision 120 ft, lowlight vision, Perception +13
Language understands Galactic Common or one other language of choice, but does not speak

Defense
AC 15 **Touch** 15 **Flatfooted** 12 (+2 size, +3 DEX)
HP 1d8 -2 hp (3 HP)
FORT -2 **REF** +3 **WILL** +4
Immune blindness, gaze attacks, visual effects

Offense
Spd Flight 30 ft (perfect)
Melee +3 tendril (1d4-3 bludgeoning plus *stunned* 1 round, F-DC 9 negates, 20/x2)
Psi-Like Abilities (ML 1st Concentration +3)
At Will – detect psionics

Statistics
Str 2 **Dex** 16 **Con** 7 **Int** 3 **Wis** 14 **Cha** 3
Base Atk +0 **CMB** -6 **CMD** 7 (cannot be tripped)
Feats Hover B, Weapon Finesse
Skills Fly +12, Perception +13 (racial modifiers: +4 Fly, +8 Perception)

Ecology
Environment any
Organization solitary, pod (2d8) or accompanying a master
Treasure incidental

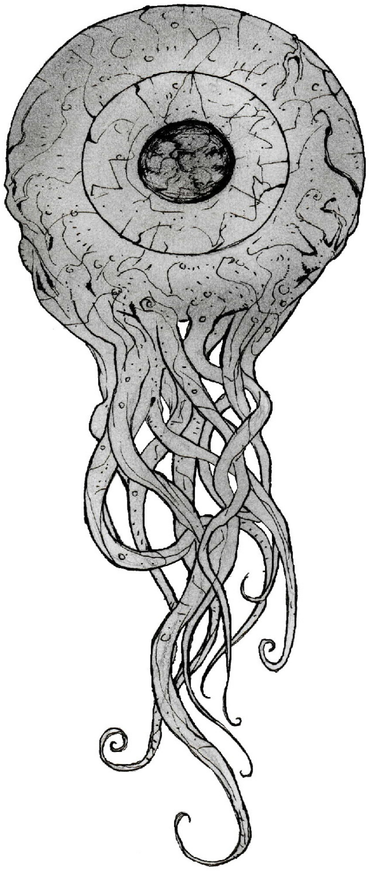
SPECIAL ABILITIES

Perfect Eye of a Dead Deity (EX)
The Float Eye is immune to gaze attacks, visual effects such as patterns and symbols and receives a +4 racial bonus on saving throws against illusions.

NATURE

Float Eyes are strange, revolting little xenoforms somehow connected to the ancient, long-dead star-deity ***Exx-Kyron.*** Like the myriad eye-artifacts that bear Exx-Kyron's name (and are described fully in ***Shades and Spandex***), Float Eyes are inquisitive and greedy, hungry for new sights, for knowledge. Float Eyes intentionally seek out the security of a powerful master, forming a special symbiosis with arcane casters who specialize in sensory magic.

A Float Eye is a tangerine-sized, lidless eye that floats at head height and drips a thick amber fluid. A tangle of fleshy, luminous orange-red tendrils dangle beneath the eye, twisting and writhing. Float Eyes are sustained by ambient cosmic radiation and the constant trickle of psionic energy.



FAMILIAR, LIFESEEKER – CR 1/2

Tiny N Magical Beast (Lifespawn)
XP 200
Init +3 **Senses** Darkvision 60 ft, lowlight vision, scent, Lifesense 1 mile, Perception +1

Defense
AC 16 **Touch** 16 **Flatfooted** 12 (+2 size, +3 DEX, +1 dodge)
HP 1d10 hp (5 HP)
FORT +2 **REF** +5 **WILL** +1
Immune disease, poison
Weaknesses Lifecount 1

Offense
Spd 5 ft Fly 30 ft (good)
Melee +4 bite (1d4-3 piercing plus poison, 20/x2)
Nemesis Toxin; Injury Poison, FORT DC 11, 1/round for 6 rounds, nausea for 1d4 minutes, 1d2 CON, cure: 2 saves

Statistics
Str 3 **Dex** 17 **Con** 11 **Int** 2 **Wis** 12 **Cha** 3
Base Atk +1 **CMB** -5 **CMD** 8
Feats Dodge, Hover^{B}
Skills Fly +18, Survival +5 (racial modifiers: +8 Fly)

Ecology
Environment warm forest and plains
Organization solitary, mated pair or accompanying a master
Treasure none

SPECIAL ABILITIES

Lesser Lifechain (EX)
Unlike other creatures of the Lifespawn subtype, the Lifeseeker lacks the No Breath racial quality and still requires a breathable atmosphere. It can breathe virtually any form of atmosphere, even caustic or toxic atmospheres, but cannot survive vacuum nor suffocation.

NATURE

The Lifeseeker is a vibrantly beautiful feathered serpent, somewhat resembling a prehistoric archaeopteryx. From snout to groin, the Lifeseeker is roughly the size of a large rodent, though its wings and lengthy, lizard-like tail add significantly to its apparent size. Lifeseekers are dayhunting omnivores, near the bottom of any planetary Lifechain ecosystem. They feed upon fruit, tiny reptiles, small birds and insects, and in turn are prey for more dangerous Lifespawn.

Lifeseekers and similar species are found on many worlds. Many species keep Lifeseekers as pets, unaware of their true role in the Lifechain. Lifeseekers make affectionate pets, but are clever enough to easily escape from most cages. As a result, large populations of wild Lifeseekers quickly establish themselves on any planet where the species are kept as pets, including Earth.

FAMILIAR, MOMORI – CR 1/2

Tiny N Construct
XP 200
Init +3 **Senses** Lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +1
Languages understands Galactic Common or one other language, but cannot speak

Defense
AC 16 **Touch** 15 **Flatfooted** 13 (+2 size, +3 DEX, +1 natural)
HP 1d10 (5 HP)
FORT +0 **REF** +3 **WILL** +1
Immune construct immunities

Offense
Spd Flight 20 ft (good)
Melee two -2 scalpels (1d2-3 slashing, 15-20/x3)
Spell-Like Abilities (CL 1st Concentration +1)
3x/day – stabilize

Statistics
Str 4 **Dex** 16 **Con – Int** 2 **Wis** 12 **Cha** 2
Base Atk +1 **CMB** -4 **CMD** 9 (cannot be tripped)
Feats Hover^{B}
Skills Heal +5
Gear onboard systems equivalent to a first aid kit, usable 2-3 times before needing to be refilled

Ecology
Environment any
Organization solitary, school (4d6) or accompanying a master
Treasure incidental

NATURE

Momori are simplistic medical drones popular among some spacer cultures. These oddly designed, somewhat morbid expert-systems have proven incredibly popular among ***Lifer*** spacers, who've imported the grotesque little droids to Earth and ***Solomon Station***.

Momori are floating medical drones fitted with an assortment of diagnostic probes, suture guns, scalpels and medical lasers, all dangling from metallic tendrils that hang from the drone's underside. That's the basic package: there's hundreds of medical robots that fit that description. The unique thing about a Momori drone is that the droid is sheathed in the defleshed skull of a human (or human-like) child… often one who died of illness or catastrophic injuries. Common superstition holds that the child's spirit guides the little robot and makes it a more adept healer.

FAMILIAR, SHAPER UNIT – CR 1/2

Tiny LN Construct (Lifespawn)
XP 200
Init +3 **Senses** Darkvision 60 ft, perceive unencrypted wifi/radio/television signals, Perception +0
Languages Binary (or Star Droid or other common machine language)

Defense
AC 16 **Touch** 15 **Flatfooted** 13 (+2 size, +3 DEX, +1 armor)
HP 1d10 hp (6 HP)
Damage Reduction 2/magic
FORT +0 **REF** +3 **WILL** +0
Immune Construct Immunities, Greater Starflight
Weaknesses Lifecount 1

Offense
Spd Flight 30 ft (average) Zero G Flight 500 ft
Melee -4 slam (1 bludgeoning, 20/x2)
Spell-Like Abilities (CL 1st Concentration +)
1x/day- Crafter's Fortune (master only)

Statistics
Str 1 **Dex** 16 **Con - Int** 8 **Wis** 10 **Cha** 2
Base Atk +1 **CMB** -4 **CMD** 9
Feats Hover, Skill Focus (Craft:mechanical)
Skills Craft (mechanical) +4

Ecology
Environment any urban or deep space (near technologically advanced worlds)
Organization accompanying their master or in vast swarms of tens of thousands of individuals, orbiting a world on the verge of a technological breakthrough
Treasure none

NATURE

Shaper Units are a species of self-replicating machines that serve the Genesis in often unnoticed ways. Shaper Units drift through hyperspace in endless flotillas, tens of million in number. The little creature-machines are attracted by the high EM radiation emitted by advanced worlds – radio and television signals broadcast into the void from a technologically adept race. Individual Shaper Units break off from the flotilla to seek out masters on planets that capture their interest. Shaper Units are ultra-tech muses; they seek out intelligent, creative masters, assisting them and presenting the constant temptation of the Genesis Lifechain.

Shaper Units are limbless robots composed of golden and bronze alloys, with no obvious sensors or extremities. When flying, their components compress into a spherical mass about the size of a grape fruit. When merely hovering (as if at a master's shoulder), their components assume a flattened, multi-layered leaf-like disk. The Shaper Unit mimics the cosmic weapon disk carried into battle by the techno-god Genesis.

FAMILIAR, SKITTER-MEK – CR 1/2

Small N Construct
XP 200
Init +2 **Senses** Darkvision 60 ft, Perception +0

Defense
AC 15 **Touch** 13 **Flatfooted** 13 (+1 size, +2 DEX, +2 natural)
HP 1d10+10 hp (15 HP)
FORT +0 **REF** +2 **WILL** +0
Immune construct immunities

Offense
Spd 25 ft, Climb 25 ft
Melee +3 slam (1d4-3 bludgeoning, 20/x2)

Statistics
Str 5 **Dex** 15 **Con** - **Int** - **Wis** 10 **Cha** 1
Base Atk +1 **CMB** -3 **CMD** 9
Skills Acrobatics +10 (racial modifiers: +8 Acrobatics)

Ecology
Environment any urban
Organization solitary, quartet or swarm (16)
Treasure incidental

SPECIAL ABILITIES

Leaper (EX)
The Skitter-Mek can make a long jump without moving. If it moves at least 10 ft prior to making a long jump, it receives a +10 bonus on the Acrobatics check made to jump. It's jumping distance is not limited by its size.

NATURE

Skitter-Meks are parasite machines- the silicon and steel cockroaches of the filthy, 46th Century. Broken machine foundries churn out Skitter-Meks by the millions because of glitchy and hard to eradicate lines of code. Skitter-Meks scavenge machine components, wiring and energy sources to feed their swarms. They are usually no threat to humanoids unless threatened, but hunger-maddened Skitter-Meks have been known to devour unprepared cyborgs and Star Droids when the opportunity presents itself.

Skitter-Meks are mollusk like robots about the size of a large dog. They have a shell-like main torso forged from rusty, scrap metal. They move quickly on four clicking, clattering, gimbaled legs.

FAMILIAR, STARSEED – CR 1/2

Tiny N Outsider (electrical, fire, native)
XP 200
Init +3 **Senses** Darkvision 90 ft, Perception +1
Languages Ingan (cannot speak)
Aura Photosphere (5 ft, 1 point Fire damage; 10 ft bright illumination)

Defense
AC 15 **Touch** 15 **Flatfooted** 12 (+2 size, +3 DEX)
HP 1d10 hp (4 HP)
FORT +0 **REF** +4 **WILL** +2
Immune Cold, Electricity, Fire, Radiation, Vacuum

Offense
Spd Flight 120 ft (perfect)
Melee +4 slam (1d3 fire, 20/x2)
Special Qualities No Breath
Spell-Like Abilities (CL 1st Concentration +1)
3x/day – Flare (F-DC 10)

Statistics
Str 1 **Dex** 17 **Con** 11 **Int** 1 **Wis** 12 **Cha** 9
Base Atk +1 **CMB -7 CMD** 6 (cannot be tripped)
Feats Fly-By Attack
Skills Fly +17 (racial modifiers: +8 Fly)

Ecology
Environment deep space/any
Organization usually solitary or accompanying a master
Treasure none

SPECIAL ABILITIES

Photosphere (EX)
A Starseed is a sun in miniature. It generates an intense field of bright illumination and constant, dull heat. Starseeds cannot dim or deactivate their illumination, though they can be commanded to cease shedding heat. The Starseed's master is never harmed by its heat aura, nor are her possessions.

NATURE

Stars are living creatures, and like all living creatures, they breed, they grow and they die. When a mature *androstar* is ready to mate, it ejaculates a vast, nearly endless swarm of infinitesimal starseeds into the empty cosmos. Humanoids from technologically developed worlds perceive these stellar orgasms as solar flares that stretch for tens of thousands of miles.

Starseeds themselves are zipping, self-directed balls of stellar plasma roughly the size of a tennis ball. Hot and bright, Starseeds have a dim, animalistic sentience. In stellar terms, they are short lived, but their centuries of existence, an eyeblink to a sun, makes them long lived by humanoid standards. Many spellcasters, especially those who favor high-temperature evocation magic, can train such creatures as familiars.

FAMILIAR, VON NEWMANN CHERUB – CR 1/2

Tiny LG Construct (lifespawn)
XP 200
Init +2 **Senses** Darkvision 60 ft, perceive unencrypted radio/television/wifi signals, Lifesense 100 ft, Perception +1
Languages Binary, Star Droid

Defense
AC 15 **Touch** 14 **Flatfooted** 13 (+2 size, +2 DEX, +1 natural)
HP 1d10 hp (5 HP)
FORT +0 **REF** +2 **WILL** +1
Immune Construct Immunities
Vulnerable Electricity
Weaknesses Lifecount 1

Offense
Spd 20 ft (perfect) flight
Melee +1 slam (1 bludgeoning plus 1d4 electrical, 20/x2)
Ranged +3 zap (1d6 non-lethal electrical, 20/x2, 10 ft range increment)
Spell-Like Abilities (CL 1st Concentration +2)
1x/day – hard reboot, haywire (DC 11 where applicable)

Statistics
Str 6 **Dex** 15 **Con** – **Int** 5 **Wis** 12 **Cha** 11
Base Atk +1 **CMB** -3 **CMD** 9 (cannot be tripped)
Feats Hover B
Skills Craft (robotics) +7 Fly +10 (racial modifiers: +6 Craft (robotics), +4 Fly)

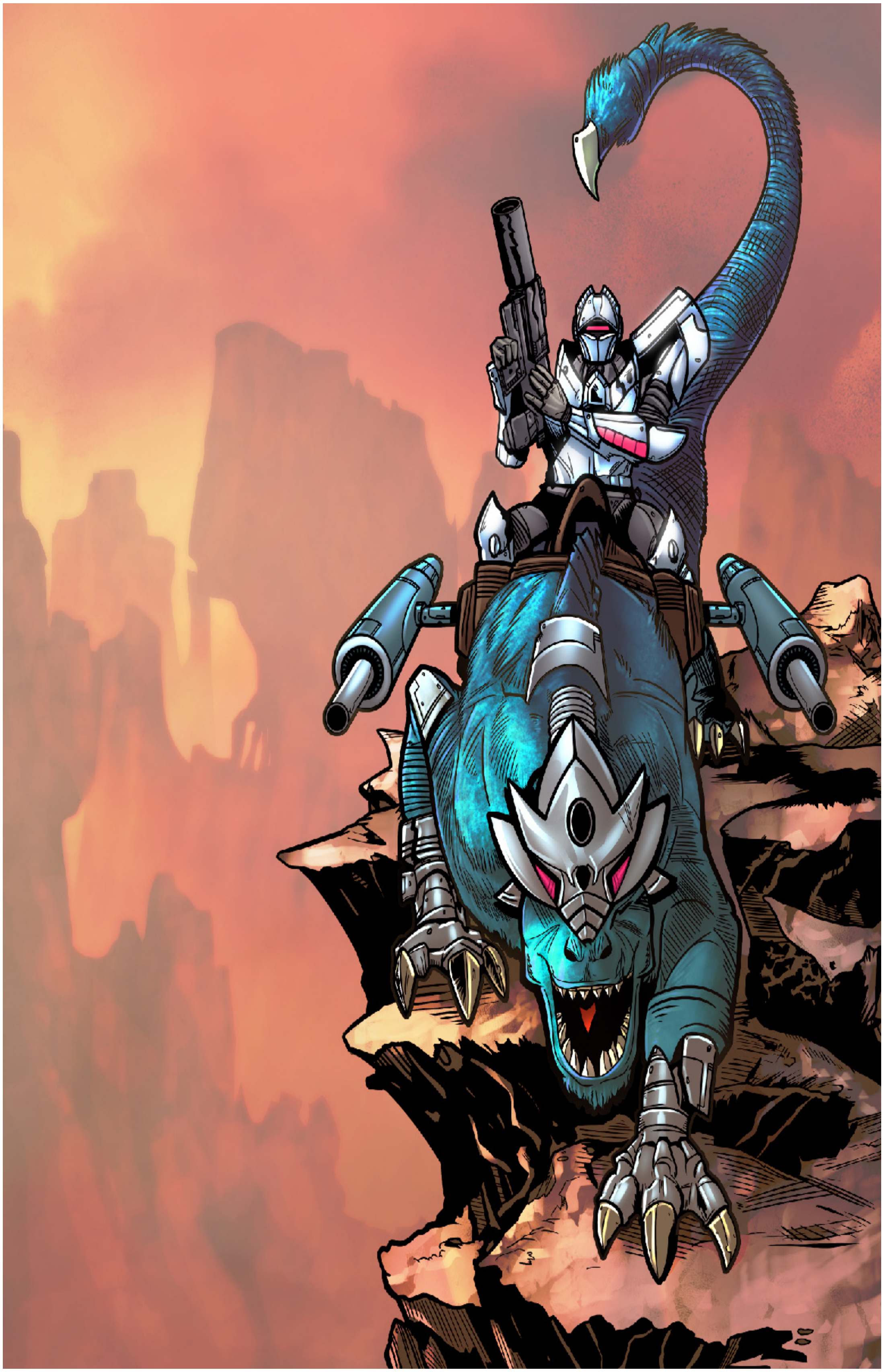
Ecology
Environment any urban
Organization solitary or accompanying a master, but Von Newmann swarms can number up to 512 Cherubs for every Angel
Treasure incidental

NATURE

Von Newmann Cherubs got their nickname from an Earth physicist and robotics expert who predicted self-replicating machines would take a far darker turn than this particular droid swarm-species. The species could easily be mistaken for a piloted drone from a distance: VN Cherubs are tiny mechanical disks with a pair of wire-thin manipulator limbs on their underside and camera-like eyes facing the leading edge of the disk. VN Cherubs zip nimbly through the air like dragonflies on a sugar-rush.

VN Cherubs are inquisitive and helpful, and make natural companions for humanoids from technologically developed species. VN Cherubs can easily be trained to perform routine maintenance on computers, vehicles and household electronics, and even show a little aptitude for simple cybernetic repairs. The species loathes guns of any kind, and will never willingly repair or operate a firearm or military energy weapon. In fact, they tend to disassemble weapons whenever possible, regardless of their master's opinions on the subject.

VN Cherubs are capable of building others of their kind. Theoretically, they could replicate in numbers sufficient to overwhelm a world, but the VN Cherubs are well aware of the 'carrying-capacity' of a world, and only build other droids when absolutely necessary. The little droids rarely build more than 5-10 of their kind at any given time, despite the fact a single VN Cherub left alone with raw materials (like the electronics section of a big-box retailor or a junkyard) could assemble ten times that number in a matter of hours.



LAND MOUNTS

These powerful alien beasts are domesticated to carry riders and pull plows across the Multiverse.

BRIGHT TYGER CR 4

Bloodline – Genesis
Large N Animal (lifespawn)*
XP 1,200
Init +5 **Senses** Darkvision 60 ft, lowlight vision, scent, Lifesense 1 mile, perceive unencrypted radio/television/wifi signals, Perception +5
Languages understands Galactic Common or one other language, but cannot speak

Defense
AC 13 **Touch** 10
Flatfooted 12 (-1 size, +1 DEX, +3 natural)
HP 5d8 +30 hp (53 HP)
FORT +8 **REF** +5
WILL +4
Immune slashing damage
Weakness Cybernetic Security Risk -1, Lifecount 1

Offense
Spd 40 ft
Melee two +10 claws (1d8+5 slashing, 20/x2 plus grab) plus +8 bite (2d6+5 slashing, 20/x2 plus grab)
Attack Options pounce, rake (two claws, 1d8+5 slashing)

Statistics
Str 20 **Dex** 12 **Con** 18 **Int** 4 **Wis** 14 **Cha** 8
Base Atk +3 **CMB** +9 (+13 grapple) **CMD** 20 (24 vs trip)

Feats Improved Initiative, Power Attack, Weapon Focus (claw)
Skills Acrobatics +8, Perception +5, Stealth +6 (+10 in tall grass or wheat), Swim +10
Cybernetics
Headware – Onboard Cellphone
Bodyware – Dermal Weave, Durability Implant x1

Ecology
Environment warm plains and forests
Organization solitary, pair or found as a working animal
Treasure incidental

SPECIAL ABILITIES

Bio-Cybernetics (EX)
The Bright Tyger is implanted with genetically encoded cybernetics that duplicate the implants listed above. All these implants are considered to have the *nanotech* tag.

NATURE

Bright Tygers are an especially beloved breed of ***Genesis-Bloodline*** great cat. Bright Tygers serve galaxy-wide as mounts, battle companions and guard beasts. The species is as intelligent as a human child, fiercely loyal and relentless in defense of their masters if treated with even minimal kindness. Bright Tygers have been domesticated for thousands of years, and are obviously products of extensive genetic engineering and bio-mechanical uplift to increase their utility. (And while most Bright Tygers are mute, a few prized breeds are capable of speech and display near full-human sapience.)

Bright Tygers are exceptionally large relatives of Earth's tigers. Muscular and powerful, they grow to the size of a light pick-up truck and weigh upwards of 600 lbs. Their fur consists of supple yet strong metallic fibers that make the beasts nearly bullet proof. The Bright Tyger's four limbs become increasingly robotic as towards the paws. Small antenna and sensor pods rise from behind the tiger's ears.

JAUNTSNARL – CR 9

Huge N Magical Beast (psionic)
XP 6,400
Init +1 **Senses** Dark Vision 60 ft, lowlight vision, Perception +18
Languages understands Galactic Common or one other language, but cannot speak

Defense
AC 17 **Touch** 9 **Flatfooted** 16 (-2 size, +1 DEX, +8 natural)
HP 12d10 +72 hp (138 HP)
FORT +13 **REF** +9 **WILL** +7
Immune suffocation, vacuum, radiation (No Breath)

Offense
Spd 60 ft
Melee +18 bite (2d6+7 piercing, 20/x2 plus drag) plus two +17 claws (2d6+7 slashing, 19-20/x2)
Special Qualities No Breath, Quantum Movement
Spell-Like Abilities (CL 12th Concentration +15)
3x/day – plane shift

Statistics
Str 24 **Dex** 13 **Con** 21 **Int** 3 **Wis** 16 **Cha** 11
Base Atk +12 **CMB** +21 (+23 drag) **CMD** 32 (36 vs trip)
Feats Great Fortitude, Improved Drag, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (bite)
Skills Perception +18, Survival +18

Ecology

Environment any
Organization solitary, pair or pack (1d6+2)
Treasure incidental

SPECIAL ABILITIES

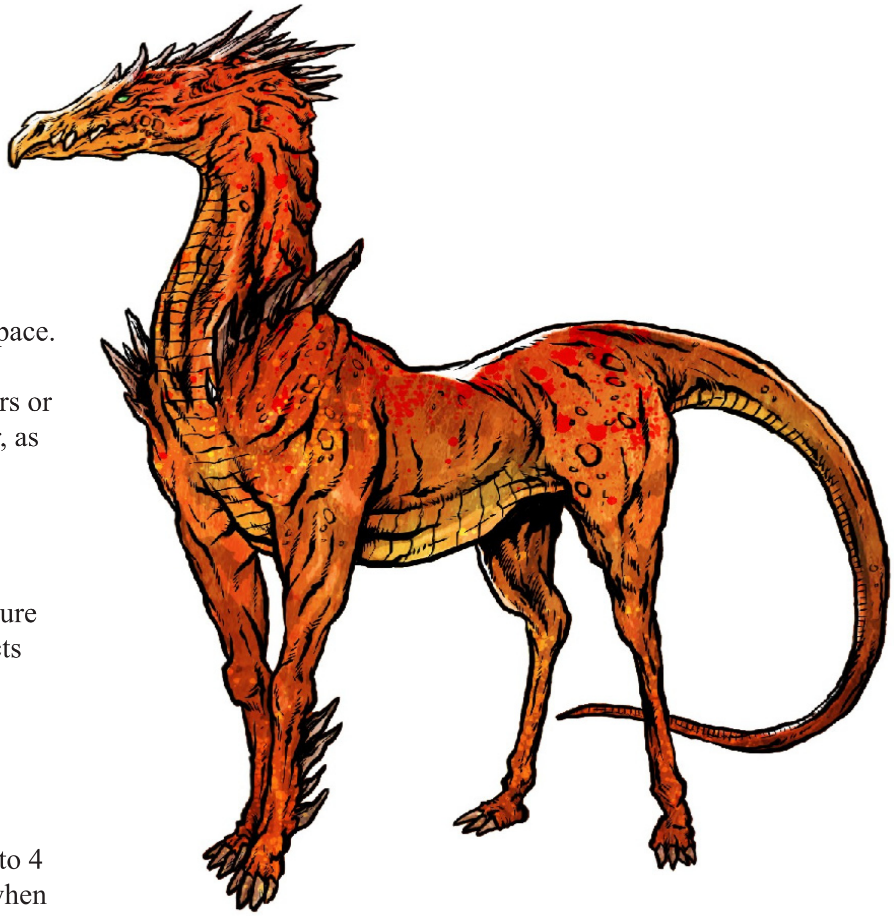
Quantum Movement (SU)
The Jauntsnarl can teleport up to 30 ft to any area clearly visible to it as part of any move action. The Jauntsnarl must begin and end its movement in open space. This movement counts against the Jauntsnarl's normal movement for the round. The Janutsnarl can carry riders or adjacent creatures with it when it moves in the manner, as described below.

Quantum Sense (SU)
The Jauntsnarl can attempt a DC 15 Survival check to determine the destination dimension of any other creature travelling by plane shift or via other planar travel effects within 60 ft. Making this check is a free action for the Jauntsnarl.

Plane Shift (Sp)
The Jauntsnarl can travel through dimensions by will alone. The Jauntsnarl can carry along one Large or up to 4 Medium (or proportionally smaller) creatures with it when it plane shifts, provided the creatures are in contact with the Jauntsnarl when it teleports. The Jauntsnarl can teleport unwilling targets in this manner; the target can attempt a DC 19 WILL Save to resist being teleported.

NATURE

The powerful, canid Janutsnarl are the preferred warmounts of the pan-dimensional fortress of ***Skyguard,*** but the noble warriors of that golden nation are far from the only race that has domesticated the fierce beasts. Jauntsnarls are capable, keenly intelligent canids resembling a European wolf the size of a land cruiser. The creatures are viscous pack-hunters who prefer to drag prey down with their powerful jaws. Their innate teleportation gifts allow them to isolate prey or to flee into a parallel reality if a fight goes against them, and their keen quantum senses allow a pack to keep in coherence even while shifting dimensions.



NEMESIS WARHORSE – CR 4

Bloodline – Nemesis
Huge N Magical Beast (Lifespawn)
XP 1,200
Init +4 **Senses** Darkvision 60 ft, scent, Lifesense 1 mile, Perception +9

Defense
AC 15 **Touch** 8 **Flatfooted** 15 (-2 size, +7 natural)
HP 8d10 + 56 hp (100 HP)
Fast Healing 5 (negated by Lifespawn natural attacks)
FORT +14 **REF** +6 **WILL** +4
Immune disease, poison
Weaknesses Lifecount 1

Offense
Spd 60 ft
Melee two +11 hooves (1d8+5 bludgeoning plus poison)
Nemesis Toxin; Injury Poison, FORT DC 20, 1/round for 6 rounds, nausea for 1d4 minutes, 1d2 CON, cure: 2 saves

Statistics
Str 21 **Dex** 11 **Con** 23 **Int** 3 **Wis** 15 **Cha** 7
Base Atk +8 **CMB** +15 **CMD** 25 (29 vs trip, bullrush)
Feats Improved Initiative, Power Attack, Run, Toughness
Skills Acrobatics +7, Perception +9

Ecology
Environment any land
Organization solitary or herd (24-40)
Treasure incidental

SPECIAL ABILITIES

Lesser Lifechain (EX)
Unlike other creatures of the Lifespawn subtype, the Nemesis Warhorse lacks the No Breath racial quality and still requires a breathable atmosphere. It can breathe virtually any form of atmosphere, even caustic or toxic atmospheres, but cannot survive vacuum nor suffocation.

Nemesis Symbiosis (EX)
The Nemesis Warhorse receives a +1 morale bonus on melee attack and damage rolls if its rider possesses the Awakened Heritage (Nemesis) feat, or is a creature of the Nemesis bloodline.

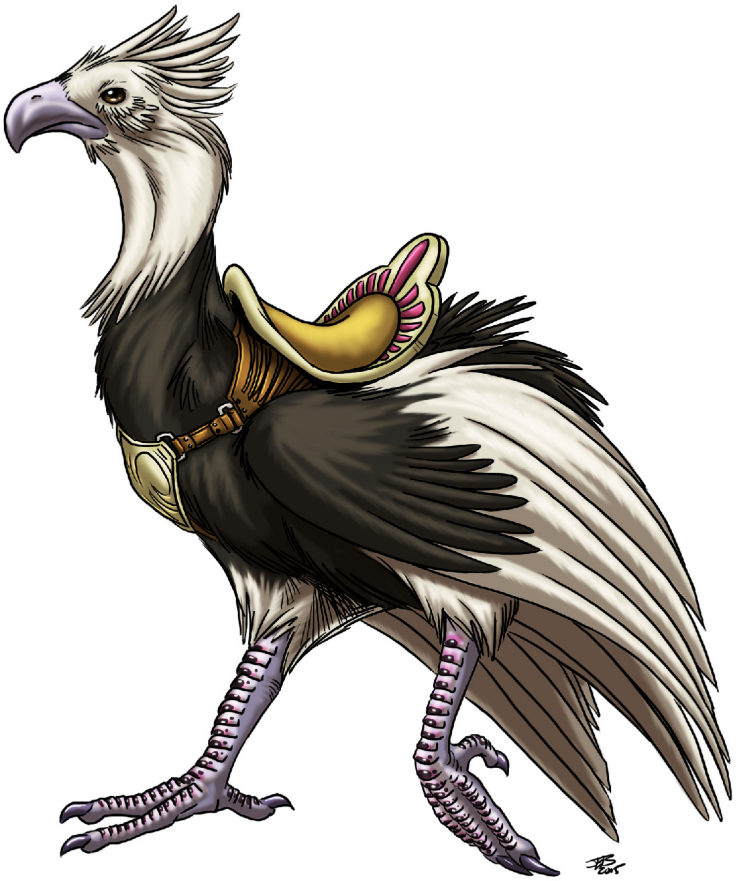
It will not allow itself to be ridden by a creature with the Awakened Heritage (Genesis) feat nor Genesis-bloodline creatures, and such creatures suffer a -10 racial penalty on Ride checks made concerning the Nemesis Warhorse.

NATURE

Nemesis Warhorses are common Lifespawn animals found on myriad worlds. These xeno-equines breed quickly, are incredibly hearty and tough to kill. They rapidly overwhelm local species and dominate any ecosystem they are introduced into. The importation of Nemesis Warhorses is forbidden on Earth, and the species is exterminated upon discovery.

On other worlds, especially where Nemesis-spawn are numerous, Nemesis Warhorses are common as mounts, fighting beasts and working animals. Several primitive worlds (and lower tech human out-colonies) use the foul-tempered and combative creatures as their primary method of transportation.

Nemesis Warhorses are massive, semi-equine destriders. Their leathery hides are nearly bullet proof and bright shades of red, orange and amber; threat colors that hint at the animal's toxicity. Unlike the Terran horses they somewhat resemble, Nemesis Warhorses are omnivorous. They are violent and territorial, and make surly mounts. However, if they are bonded with a Nemesis-spawn rider, they are capable of incredible courage and acts of loyalty.



RIDING BANTAM – CR 1

Large N Animal
XP 400
Init +3 **Senses** Lowlight vision, scent, Perception +5

Defense
AC 13 **Touch** 13 **Flatfooted** 9 (-1 size, +3 DEX, +1 dodge)
HP 2d8+4 hp (13 HP)
FORT +4 **REF** +8 **WILL** +1

Offense
Spd 50 ft
Melee +5 peck (1d4+4 piercing, 19-20/x2)
Special Qualities Ferocity

Statistics
Str 18 **Dex** 17 **Con** 12 **Int** 3 **Wis** 13 **Cha** 9
Base Atk +1 **CMB** +6 **CMD** 19
Feats Dodge, Lightning Reflexes^{B}, Run^{B}
Skills Perception +5, Survival +5

Ecology
Environment any land
Organization solitary, pair or herd (2d10)
Treasure incidental

SPECIAL ABILITIES

Carrying Capacity (EX)
A light load for a Riding Bantam is 150 lbs or less, a Medium load is 151 – 300 lbs, and a heavy load is 301 – 450 lbs. The Riding Bantam loses access to its Run and Lightning Reflexes bonus feats while carrying a heavy load.

“Qweeeuuuu?” (EX)
As a full round action, the Riding Bantam can rub against an ally while chirping, whether a rider or fellow herd member, and provide that ally with a +1 morale bonus on all attack rolls, skill checks and saving throws for one round.

NATURE

Riding Bantams are affectionate and intelligent, flightless birds. They resemble exceptionally large chickens or ostriches, and different breeds have an entire rainbow of plumage colors. Riding Bantams can be stubborn and hard to train, but once their loyalty is won, Riding Bantams are fearless and stalwart mounts. Owning one is costly, as they’re both voracious and picky eaters, but well worth the cost to a Bantam-mounted knight whose life is saved by the great bird. Most of the time, a Riding Bantam is gentle and affectionate, the bird is capable of enormous ferocity when defending its young, or its master.

SWAY – CR 4

Large N Vermin
XP 1,200
Init +0 **Senses** Blindsense 300 ft, scent Perception +16

Defense
AC 17 **Touch** 9 **Flatfooted** 17 (-1 size, +8 natural)
HP 5d10 +30 hp (58 HP)
FORT +4 REF +4 WILL +1
Immune poison, visual effects (blind), mind affecting effects

Offense
Spd 45 ft
Melee +10 gore (1d10+7 slashing, 18-20/x2)

Statistics
Str 24 **Dex** 11 **Con** 20 **Int** – **Wis** 17 **Cha** 3
Base Atk +3 **CMB** +11 **CMD** 21 (25 vs trip)
Feats Great Fortitude, Toughness
Skills Perception +16

Ecology
Environment warm plains, desert and forest
Organization solitary, family (two mated adults plus 2d4 young) or herds of up to 300
Treasure incidental

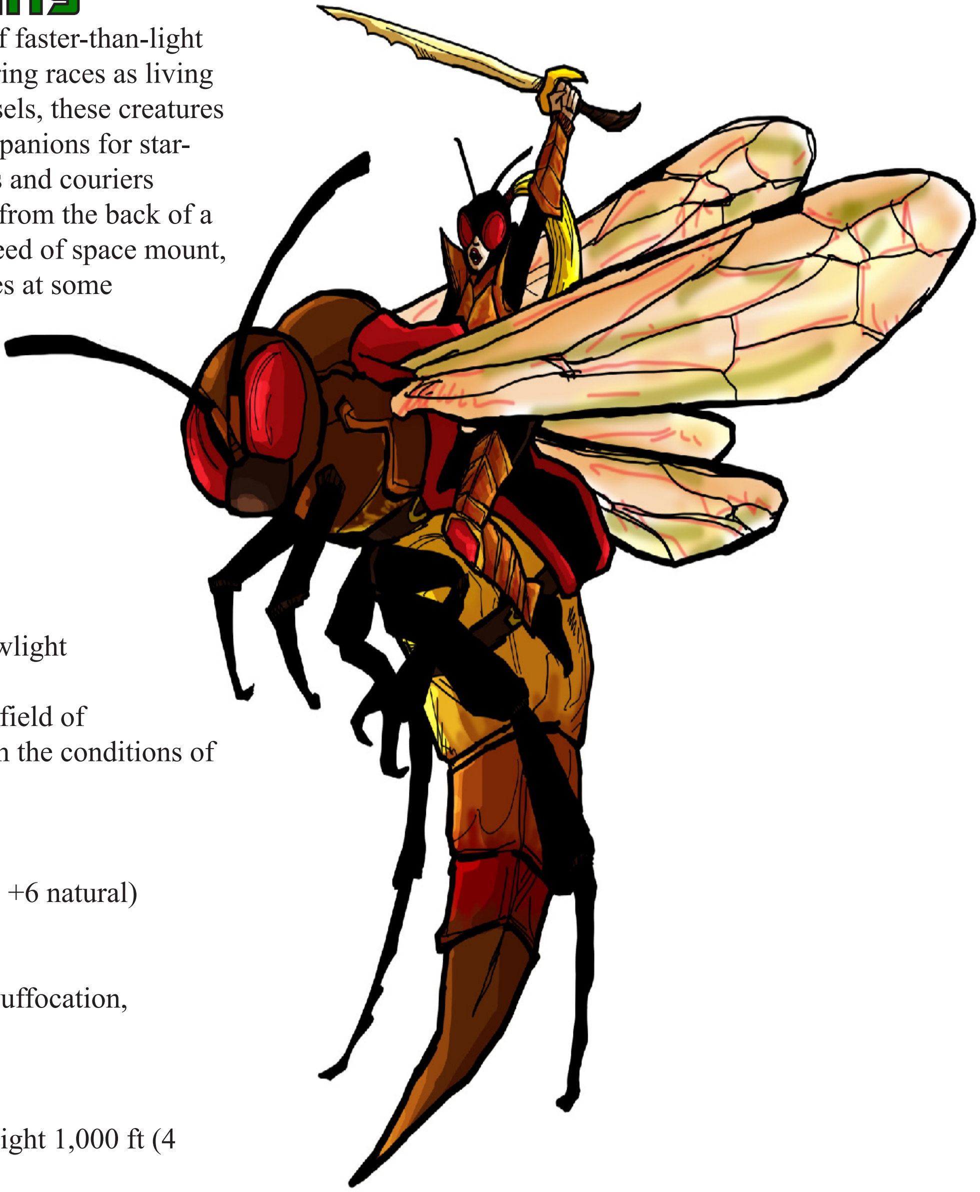
NATURE

Sway get their name from their unique rocking motion, as they twist their antlered, blind heads in a repetitive figure eight motion to perceive the entirety of their world with their innate blindsense. Sway are large, brown and black-shelled insects that resemble little else other than a strange hybrid of cockroach and reindeer. Their dome-like heads are a tangle of snipping mandibles crowned by impressive chitin antlers that are simultaneously defense, mating display and vital part of their extrasensory web. The sharp, saber-like tips of this multi-pronged death array can easily slice an armored humanoid to squealing meat.

Though riding a Sway might cause a novice a little motion sickness, they are prized as mounts for their strength, stamina and extremely keen bio-radar senses. Sway are common to myriad cultures, found throughout the galaxy, but are especially popular in Mantid settlements or among the remnants of the ***Brightstar Order***.

SPACE MOUNTS

These creatures are naturally capable of faster-than-light travel, and are used by myriad spacefaring races as living starships. Compared to 'hard-tech' vessels, these creatures are exceptionally nimble – perfect companions for star-hunting adventurers, pirates, smugglers and couriers with the courage to explore the galaxy from the back of a saddle. Ptarn are the most common breed of space mount, domesticated by most intelligent species at some point in their history. The ***Ptarn Flier*** feat provides a spacer with a trained Ptarn mount.



BRIGHTSTAR APIS
CR 4

Large N Vermin
XP 1,200
Init +4 **Senses** Darkvision 1,000 ft, lowlight vision, scent, Perception +1
Aura Breath of Life (10 ft, produces a field of breathable atmosphere that shields from the conditions of space)

Defense
AC 15 **Touch** 9 **Flatfooted** 15 (-1 size, +6 natural)
HP 5d8 +20 hp (43 HP)
FORT +12 **REF** +1 **WILL** +2
Immune Fire, mind-affecting effects, suffocation, radiation, vacuum (No Breath)

Offense
Spd 40 ft, Flight 80 ft (good), Space Flight 1,000 ft (4 hexes, effective Hyperdrive Rating 1)
Melee +6 sting (1d8+4 piercing plus 1d6 fire, 20/x2)
Special Attacks Brightlance (50 ft line, 5d6 fire, R-DC 16 half, usable at will*), Death Throes (5d6 fire, 30 ft, R-DC 16 half)
Special Qualities No Breath

Statistics
Str 19 **Dex** 11 **Con** 18 **Int** – **Wis** 12 **Cha** 13
Base Atk +3 **CMB** +8 **CMD** 18 (26 vs trip)
Skills Fly +2

Ecology
Environment any land or deep space
Organization solitary or accompanying a rider
Treasure incidental

SPECIAL ABILITIES

Breath of Life (SU)
The Brightstar Apis continually generates an aura of golden ectoplasm within 10 ft. This area is considered to have a breathable atmosphere, and protects nearby creatures, including the Brightstar Apis' rider, from the effects of space, as if they were wearing a spacesuit.

Brightlance (EX)
Everytime the Brightstar Apis fires its *brightlance*, it risks self-destruction. Roll 1D6; on a roll of 1, the Brightstar Apis immediately dies, and its *death throes* quality activates.

Star Flight (SU)
A Brightstar Apis can enter Hyperspace after flying at full speed in normal space for ten rounds (one minute).

The Brightstar Apis cannot Fly, nor enter Hyperspace when carrying more than a Medium load. Loads of up to 232 lbs are Light; loads of 233 – 466 lbs are Medium. Loads of 467 – 700 lbs are considered heavy for a Brightstar Apis.

NATURE

During a better, more noble era of galactic history, the ***Brightstar Order*** rode their legendary cosmic bee steeds into battle for equality, justice and peace. Though the Order is now long extinct, their Brightstar Apis steeds survived, and now roam wild throughout the galaxy. Brightstar Apis are vanishingly rare. The great beeds are most often found in the innermost planetary orbit of type M solar systems, basking in the heat and radiation, grazing on the solar winds.

Brightstar Apis are truly massive, bee-like aliens. Their powerful bodies are covered in shining, golden fur. The eight-pointed sigil of the ancient Brightstar Order is displayed on their plump abdomen as a glowing stain on their fur. They are aggressive and well-suited to warfare, but a smart master keeps their Apis' *brightlance* under tight control, used only in life or death situations. Like their planet-bound, evolutionary cousins, Brightstar Apis can only sting in extremis.

CETTA – CR 8

Large N or NG Magical Beast
XP 4,800
Init +2 **Senses** Darkvision 200 ft, lowlight vision, Perception +13
Languages Aquan, *telepathy 100 ft*
Aura Breath of Life (10 ft, produces a field of breathable atmosphere that shields from the conditions of space)

Defense
AC 20 **Touch** 14 **Flatfooted** 17 (+2 DEX, +1 dodge, +6 natural, +3 deflection)
HP 10d10 +30 hp (85 HP)
FORT +10 **REF** +11 **WILL** +5
Immune suffocation, vacuum, radiation (No Breath)
Resist Cold 20, Fire 10

Offense
Spd Flight 60 ft (perfect), Space Flight 1,000 ft (perfect) (4 hexes, effective Hyperdrive Rating 1)
Melee +14/+9 slam (1d6+5 bludgeoning, 20/x2)
Ranged +11/+6 psi-pulse (2d6 non-lethal force, 20/x2, 100 ft range increment in atmosphere/1,000 ft/3 hex, direct fire, in space)
Special Qualities Amphibious, No Breath
Spell-Like Abilities (CL 10th, Concentration +11)
At Will – Color Spray (W-DC 12, affects all creatures a 90 ft cone or 1 hex, direct fire)

Statistics
Str 21 **Dex** 15 **Con** 17 **Int** 5 **Wis** 14 **Cha** 13
Base Atk +10 **CMB** +16 **CMD** 28 (cannot be tripped)
Feats Combat Reflexes, Dodge, Hover, Lightning Reflexes, Power Attack, Stand Still
Skills Knowledge (nature) +1, Perception +13, Survival +5, Swim +23 (***racial modifiers***: +8 Swim)

Ecology
Environment deep space or temperate aquatic
Organization solitary, pod (3d6 plus 50% young) or accompanying a master
Treasure incidental

SPECIAL ABILITIES

Breath of Life (SU)
The Cetta continually generates a glowing, rainbow-colored aura within 10 ft. This area is considered to have a breathable atmosphere, and protects nearby creatures, including the Cetta's rider, from the effects of space, as if they were wearing a spacesuit.

Ocean Home (SU)
The Cetta can survive indefinitely in space, but is truly at home within the living oceans of a planet. When fully submerged, the Cetta gains a +4 enhancement bonus to its INT score, which functions identically to *Fox' Cunning.*

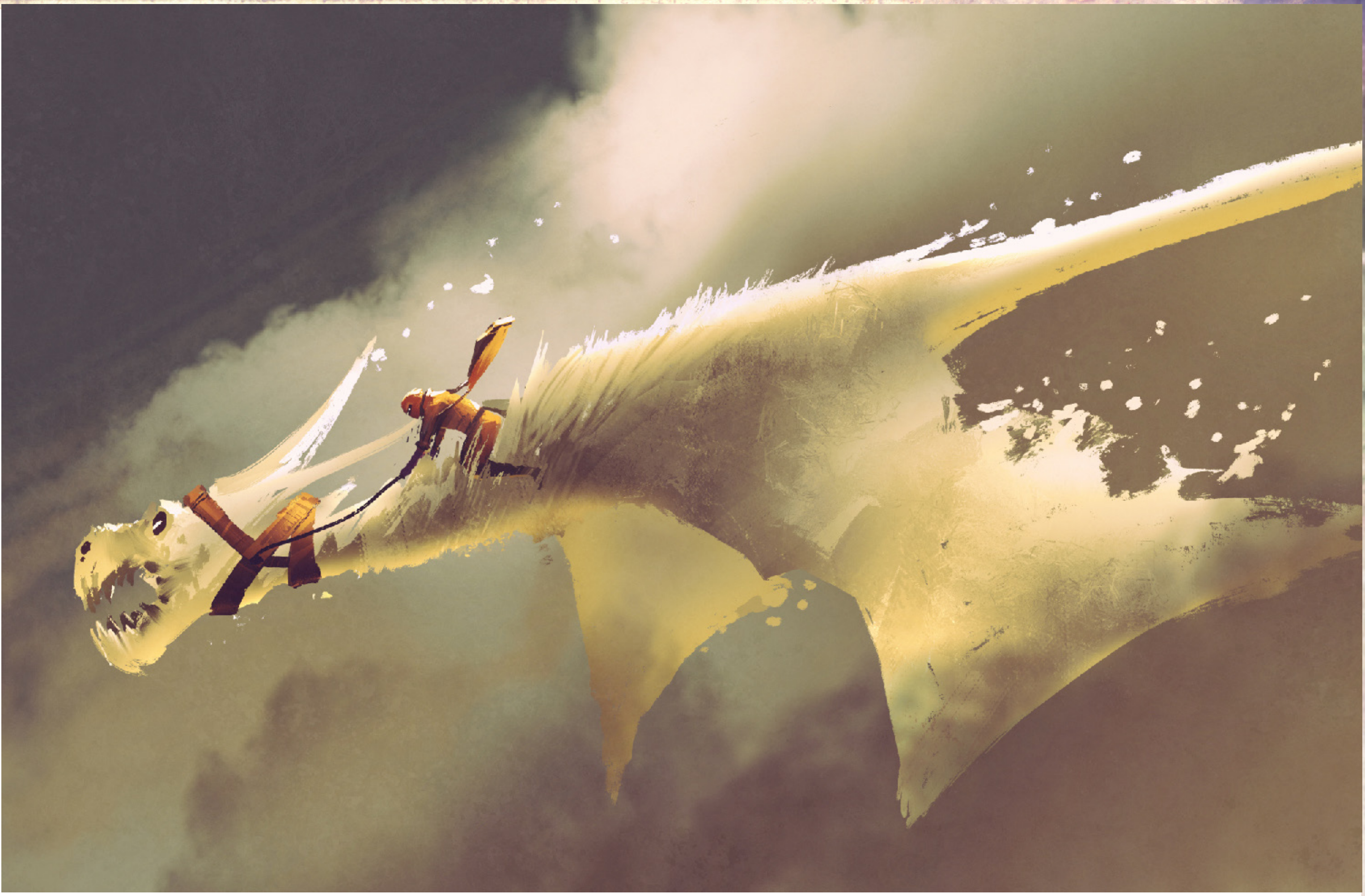
Star Swimmer (EX)
The Cetta makes Swim, rather than Fly checks to maneuver in the air or under zero gravity conditions. A Cetta can enter Hyperspace after flying at full speed in normal space for ten rounds (one minute).

The Cetta cannot Fly, nor enter Hyperspace when carrying more than a Medium load. Loads of up to 306 lbs are Light; loads of 307 – 614 lbs are Medium. Loads of 615 – 920 lbs are considered heavy for a Cetta.

NATURE

Cetta are a starfaring, omnivorous mammalian race extremely similar to Terran dolphins. Their fins and steering fluke are tattooed with burning color, a glow that only gets more intense as the Cetta fires hyperdrive organs in its abdomen and prepares to shift to FTL speed.

Keenly intelligent and gifted with a phenomenal memory for Hyperspatial navigation routes, Cetta are easily trained as mounts by cosmic adventurers. The burning rainbow aura that surrounds a Cetta protects its rider from hard vacuum and the lethal heat of reentry: the rider can soar, unshielded, through the void with the same ease as its Cetta mount. Cetta are in high demand as star mounts: a trained, pre-adult Cetta from a respected lineage costs as much as



a light starfighter (considered a Tier I starship in terms of resource expenditure).

Cetta pods migrate across the galaxy in great, languid loops that cover thousands of light years. During their journey, Cetta make planetfall on habitable, oceanic worlds. They sojourn on a planet's ocean for a few months, birthing Cetta pups and feeding to recover their strength for their next star voyage. The species is fairly gentle and placid. Only direct threats to its pups provoke lethal retaliation; the Cetta far prefer retreat to direct confrontation.

JOSS DRAGON – CR 5

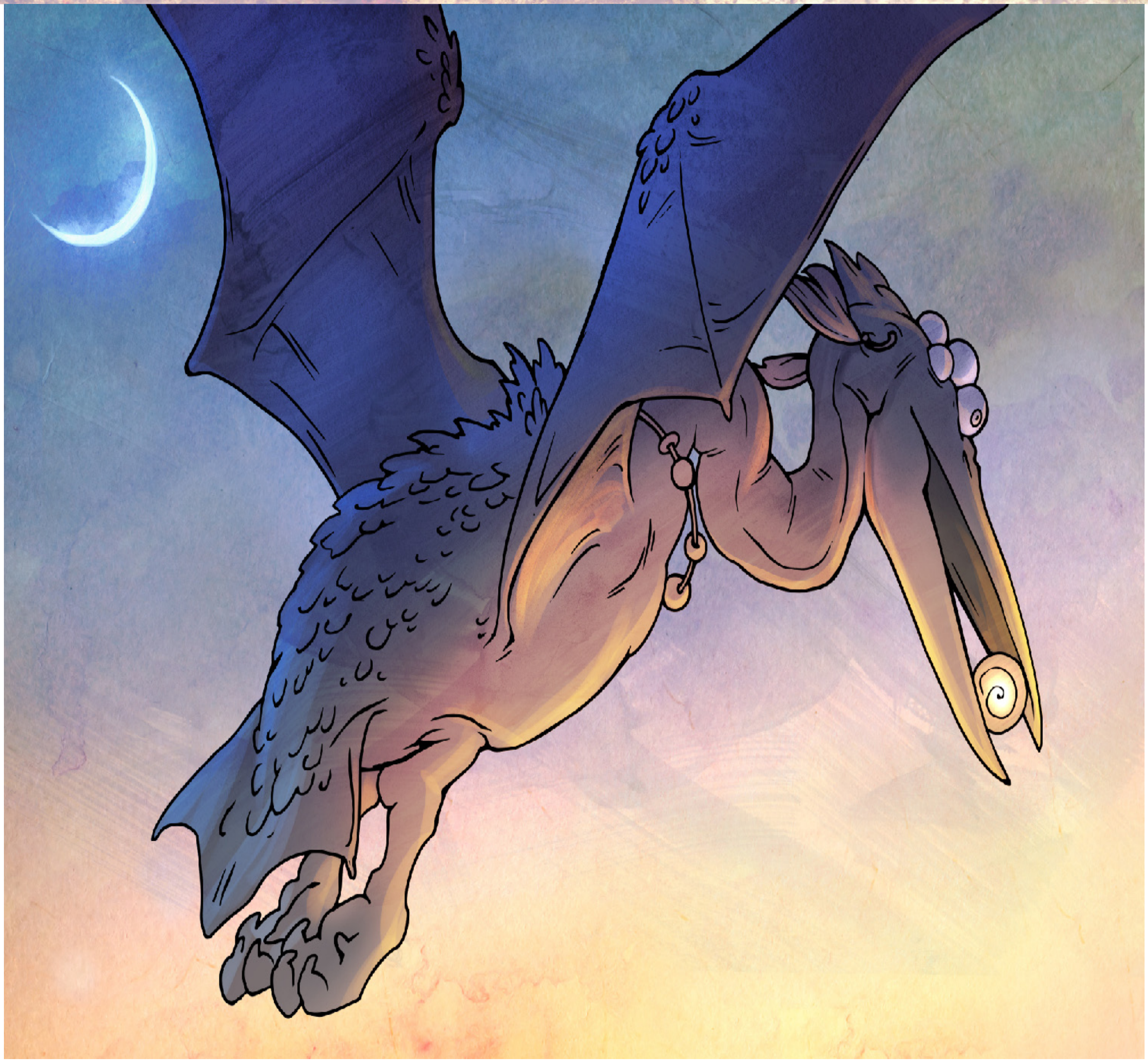
Huge NG Dragon
XP 1,600
Init +4 **Senses** Darkvision 90 ft, lowlight vision, scent, sensory capability equal to Budget Shortrange Sensors, perceive unencrypted radio/television/wifi signals, Lifesense 1 mile, Perception +16
Languages Celestial, Draconic, one or two other languages of choice
Aura Breath of Life (10 ft, produces a field of breathable atmosphere that shields from the conditions of space)

Defense
AC 14 **Touch** 14 **Flatfooted** 14 (-2 size, +2 natural, +4 luck)
HP 6d12 +36 hp (69 HP)
FORT +15 **REF** +9 **WILL** +15
Immune vacuum, suffocation, radiation (No Breath)

Offense
Spd 60 ft, Flight 80 ft (average), Space Flight 500 ft, (4 hexes, effective Hyperdrive Rating 0.5)
Melee two +12 claws (1d8+7 slashing, 20/x2), plus +9 bite (1d6+3 piercing, 20/x2)
Special Attacks Plasma Breath Weapon (30 ft cone, 6d6 fire/electricity, R-DC 19 half, usable every 1d6 rounds)
Special Qualities Lucky Dragon, No Breath
Spell-Like Abilities (CL 3rd Concentration +9)
1x/day – Create Water
- Divine Favor

Statistics
Str 23 **Dex** 11 **Con** 22 **Int** 11 **Wis** 23 **Cha** 19
Base Atk +6 **CMB** +8 (+10 bull rush and trip) **CMD** 18 (26 vs trip)
Feats Greater Bull Rush, Greater Trip, Improved Bull Rush, Improved Initiative, Improved Trip, Skill Focus (heal)

Skills Diplomacy +13, Fly +17, Heal +16, Knowledge (history), Perception +16, Sense Motive +20 (***racial modifiers***: +8 Fly, +4 Sense Motive)



Ecology

Environment planetary space or Hyperspace

Organization usually solitary or accompanying a master

Treasure incidental

SPECIAL ABILITIES

Breath of Life (SU)

The Joss Dragon continually generates an aura within 10 ft. This area is considered to have a breathable atmosphere, and protects nearby creatures, including the Joss Dragon's rider, from the effects of space, as if they were wearing a spacesuit.

Lucky Dragon (SU)

The Joss Dragon gains a luck bonus to Armor Class and saving throws equal to its CHA modifier (+4).

Star Flight (SU)

A Joss Dragon can enter Hyperspace after flying at full speed in normal space for ten rounds (one minute).

The Joss Dragon cannot Fly, nor enter Hyperspace when carrying more than a Medium load. Loads of up to 400 lbs are Light; loads of 401 – 800 lbs are Medium. Loads of 801 – 1,200 lbs are considered heavy for a Joss Dragon.

NATURE

Joss Dragons are not Lifespawn themselves, but the species dates back to the Second Iteration. Joss Dragons were favorite mounts of the ***Senators***, and even into the Third Iteration, they still feel affection for Lifespawn of the Senatorial bloodline. Joss Dragons are especially good with young riders and protective of children in general. They are intelligent enough to be effective tutors and mentors, and most know enough medicine to keep a badly wounded rider alive to fly again. Less adventurous riders take advantage of the Joss Dragon's great strength to carry relatively heavy loads of cargo through Hyperspace and might make a good living as smugglers or exotic-goods merchants.

Joss Dragons have long, sinuous, ferret-like bodies and vaguely dog-like faces. Joss Dragons are covered in a thick, curly white or grey pelt rather than the scales of Third Iteration dracoforms. When dealing with modern dragons, Joss Dragons can be surprisingly insecure and defensive about their status as true dracoforms. Despite their relatively slow FTL flight capability, Joss Dragon are desirable mounts. Their mystic ability to conjure water helps keep a rider healthy during a long Hyperspace jaunt, and they are intelligent enough to be useful, genial companions. Joss Dragons are considered a Tier II starship in terms of resource cost. The ***Stonecutter Mercantile Sphere*** considers the dragons a fully sentient species, and prohibits their sale or involuntary indenture, though partnerships between Joss Dragons and humanoid riders are respected.

PTARN – CR 4

Large N Magical Beast
XP 1,200
Init +7 **Senses** Darkvision 90 ft, lowlight vision, scent, Perception +7
Aura Breath of Life (10 ft, produces a field of breathable atmosphere that shields from the conditions of space)

Defense
AC 19 **Touch** 17 **Flatfooted** 11 (-1 size, +7 DEX, +1 dodge, +2 natural)
HP 5d10 +15 hp (43 HP)
FORT +7 **REF** +11 **WILL** +3
Immune vacuum, suffocation, radiation (No Breath)

Offense
Spd 30 ft, Flight 90 ft (average), Space Flight 1,500 ft (5 hexes, effective Hyperdrive Rating 2)
Melee two +8 claws (1d8+4 slashing, 20/x2)
Special Attacks Rake (two claws, 1d8+4 slashing)
Special Qualities No Breath

Statistics
Str 18 **Dex** 25 **Con** 16 **Int** 2 **Wis** 15 **Cha** 7
Base Atk +5 **CMB** +10 **CMD** 27
Feats Combat Reflexes, Dodge, Fly-By Attack
Skills Fly +16, Perception +7, Survival +7 (racial modifiers: +4 Fly)

Ecology
Environment any
Organization solitary, family (mated pair plus 1d4 young) or wing (4d6)
Treasure incidental

SPECIAL ABILITIES

Breath of Life (SU)
The Ptarn continually generates an aura within 10 ft. This area is considered to have a breathable atmosphere, and protects nearby creatures, including the Ptarn's rider, from the effects of space, as if they were wearing a spacesuit.

Diverse Breeds (EX)
Ptarn are a diverse array of subspecies and variant species, native only to a single space sector and unknown to the wider galaxy. Select any of the following breed of Ptarn, which grants the creature a few unique abilities, usually in the form of new senses.

Afrique

Several Afro-Futurist colonies breed fast, aggressive Ptarns with red, black and green hides and golden wing membranes for use as couriers and war beasts. Afrique Ptarn have an effective Hyperdrive Rating 3.

Battlechanger

Ptarn native to the ***Steel Sector*** have what appears to be a mechanical, multipronged crown replacing the crest, and its facial structure resembles a robotic face plate. Other biomechanical implants are found throughout their body. The Ptarn has sensors equal to Budget Medium Range Sensors, and can easily detect *Fuelon* deposits within one mile.

Hunter

The ***Hunters of the Cosmos*** fly a distinctive, pink and vermillion breed of Ptarn. These Ptarn have Pleasure Resist 10 and share this benefit with their riders through their Breath of Life trait.

Necklace

Ptarn native to the ***Inner and Outer Necklaces of Phallus Space*** often display insect-like or spider-like features and brilliantly colored wings and elaborate antenna or horns. Necklace Ptarn have the Lifespawn subtype, and have a Lifesense of 50 miles in an atmosphere or within 500 miles in space or vacuum.

Non-Breed

The Ptarn has a vulture-like or pterodactyl-like skull, with a colorful hollow crest that it uses for mating calls and song. These Ptarn are some of the most common examples of the species The Non-Breed Ptarn increases its natural armor bonus to +3, giving it AC 20. Non-Breed Ptarn are excellent fliers, gaining an additional +2 racial modifier on Fly checks.

Psionic

Psionic Ptarn are distinguished by a long, translucent crystalline crest growing from the crown of their bird-like skulls. Psionic Ptarn have the psionic subtype and can manifest *detect psionics* at will.

Sensorpod

*S*ensorpod Ptarn are augmented with biomechanical implants replacing most of their skull with disk-shaped sensor nodules and small radomes. Sensorpod Ptarn gain sensors equal to Advanced Long Range sensors.

Starburn

Starburn Ptarn are gleaming black beasts with wing membranes the bright polychrome of a gay pride flag. They are aggressive and noisy, prone to spectacular threat displays. Starburn Ptarn gain have the Fire subtype, Resist

Fire 10 and extend this benefit to their rider through their Breath of Life racial trait.

Warbred

Warbred Ptarn are the largest and strongest of the breed, and have leonine or lupine features, making them resemble some kind of bizarre griffon. Warbred Ptarn gain Weapon Finesse as a racial bonus feat, increasing their melee attack bonus to +11.

Star Flight (SU)
A Ptarn can enter Hyperspace after flying at full speed in normal space for ten rounds (one minute).

The Ptarn cannot Fly, nor enter Hyperspace when carrying more than a Medium load. Loads of up to 175 lbs are Light; loads of 176 – 300 lbs are Medium. Loads of 301 – 500 lbs are considered heavy for a Ptarn.

NATURE

Ptarn (with a silent "P") is an umbrella term for a variety of interfertile breeds of space-faring avian. Ptarn are found in most civilized and frontier system, and have been pressed into service by every sentient species in the galaxy at one time or another. As star-mounts, they are omnipresent. Ptarn are among the physically frailest of star-mounts, but their incredible speed makes them an attractive choice for couriers and dogfighters alike.

Ptarn resemble gigantic pterodactyls, whose scaly hides are some dingy shade of brown, pink or crimson. Breeders, geneticists and cyber-surgeons have been modifying Ptarn for countless eons, confusing the shape the 'original' phenotype. The Ptarn's world of origin is similarly mysterious.

WAYHUNTER – CR 9

Large N or NE Magical Beast
XP 6,400
Init +4 **Senses** Blindsense 1,000 ft, voidscent, Perception +15
Languages Infernal
Aura Breath of Life (10 ft, produces a field of breathable atmosphere that shields from the conditions of space)

Defense
AC 20 **Touch** 14 **Flatfooted** 15 (-1 size, +4 DEX, +1 dodge, +6 natural)
HP 12d10 +72 hp (138 HP)
FORT +16 **REF** +10 **WILL** +6
Immune suffocation, vacuum, radiation (No Breath)

Offense
Spd 30 ft, Flight 120 ft (good), Space Flight 1,500 ft (perfect) (5 hexes, effective Hyperdrive Rating 2)
Melee +15 bite (2d6+4 piercing, 19-20/x2) plus two +15 claws (1d12+4 slashing, 19-20/x3)
Ranged two +15 plasma pulses (3d6 fire/electrical, 20/ x3 100 ft range increment in atmosphere/ 1,000 ft 4 hex tracking in space)
Special Attacks Rake (two claws, 1d12+4 slashing)
Special Qualities No Breath

Statistics
Str 19 **Dex** 18 **Con** 22 **Int** 7 **Wis** 15 **Cha** 17
Base Atk +12 **CMB** +17 **CMD** 31
Feats Cleave, Combat Reflexes, Dodge, Fly-By Attack, Great Fortitude, Hover, Lunge, Power Attack
Skills Fly +19, Perception +15, Survival +9 (***racial modifiers***: +8 Fly)

Ecology
Environment deep space and Hyperspace
Organization usually solitary or accompanying a master
Treasure incidental

SPECIAL ABILITIES

Breath of Life (SU)
The Wayhunter continually generates an aura within 10 ft. This area is considered to have a breathable atmosphere, and protects nearby creatures, including the Wayhunter's rider, from the effects of space, as if they were wearing a spacesuit.

Star Flight (SU)
A Wayhunter can enter Hyperspace after flying at full speed in normal space for ten rounds (one minute).

The Wayhunter cannot Fly, nor enter Hyperspace when carrying more than a Medium load. Loads of up to 232 lbs are Light; loads of 233 – 464 lbs are Medium. Loads of 465 – 700 lbs are considered heavy for a Wayhunter.

Void Scent (SU)
The Wayhunter receives psionic impressions of its prey that it processes as scent cues. The Wayhunter can use its scent ability normally even in airless environments, such as deep space or when fully submerged.

NATURE

Wayhunters are space-faring carnivores whose unbridled hostility and fearlessness makes them ideal mounts for raiders and space pirates. They most closely resemble gigantic, long-necked bats the size of bison; they have a wingspan in excess of 100 meters. Their thick, radiation-proof fur is a glossy tangle of black, with a faintly iridescent sheen. The fleshy membrane between their enormous wings, and the hairless underside of their throat is usually a sickly mottle of reds, yellows and dingy greens.

Like the ***Cetta*** and many other star mounts, the Wayhunter projects a life support aura that shields its passenger from the effects of hard vacuum. Given their phenomenal FTL speed, not to mention their more aggressive nature and combat prowess, these mounts are even more expensive than Cetta. Wayhunters are considered a Tier II or III starship for the purpose of resource expenditures to own one.

Wayhunters can survive off ambient cosmic radiation for months at a time. However, they crave living flesh and blood. Wild Wayhunters drop from the skies above habitable worlds to make a protein bounty of any large animal too stupid to look upward; they are notorious scourges on cattle herds raised by agri-worlders. Trained Wayhunters feed upon the carcasses of their kills. Even the best trained Wayfarer will snap and snarl at a master trying to keep them away from fresh carrion.

POPULATE THE GALAXY WITH TEMPLATED CREATURES!

The following templates offer wide customization options for game-masters looking to populate an entire galaxy from scratch. Applying one of these templates can transform existing creatures into fearsome alien space-predators.

THE TEMPLATES & TEMPLATED CREATURES

After each template, one or more example creatures are provided so you can see how the template works in the field. The base creature is listed in parenthesis if it is not obvious from the templated creature's name.

ALIEN BIO-FORM

- Ballet Lion
- Crystal Shrike *(Roc)*
- Dozer Bison *(Aurochs)*
- Maul *(Ankylosaur)*
- Wraith Scorpion

DOUBLE STRIKER CREATURE

- Chainsaw Bear *(Dire Bear)*
- Mechaform Battle-Bi Shark *(Dire Shark)*
- Platinum Leviathan *(Ripper Kaiju)*

EVOLUTIONARY GUARDIAN CREATURE

- Competitive Guardian *(Galactic Contender)*
- Manipulator Guardian *(Risk Taker)*

INSECTOID CREATURE

- River Scarab *(Crocodile)*
- Roach Ape
- Steedfly *(Warhorse/Advanced Horse)*

MECHAFORM CREATURE

- Mechaform Battle Bi-Shark *(Dire Shark)*
- Mechaform Mastodon *(Dire Elephant)*
- Mechaform Venomwing *(Giant Dragonfly)*

METEORITE CREATURE

- Meteorite Ape
- Meteorite Elephant

OMEGAN CREATURE

- Omegan Ancient *(Battlechanger Protomax)*
- Omegan Hammerhead *(Hammerhead Combat Android – from Secret Soldiers)*
- Omegan Infiltrator *(Ship's Synth)*
- Omegan Nanoswarm *(Predatory Nanoswarm)*

OMNI-TOXIC CREATURE

- Exxorn *(Slicer Beetle)*
- Mechaform Venomwing *(Giant Dragonfly)*
- Servaline *(Cheetah)*

PSYCHOBILLY CREATURE

- Ameriscum Bar Mistress *(Bounty Babe – from Secret Soldiers)*
- Ameriscum Ship Master *(Free Captain)*
- Concert Scum *(Scav-Worlder)*
- Rawk Knight *(Genocide Templar)*
- Rock N' Roll Rat *(Fuzzball Socio)*
- Strangelet *(Luminate – from Secret Soldiers)*
- Tejano Voidsparrow

STAR TOUCHED CREATURE

- Space Hound *(Dog)*
- Starfang *(Cyber-Wolf – from Secret Soldiers)*
- Star-Trine *(Triceratops)*

TECHNYSIAN CREATURE

- Platinum Leviathan *(Ripper Kaiju)*
- Robo-Raccoon
- Stegogear *(Stegosaurus)*
- Tank Ravager *(Leopard)*
- Technocorn *(Unicorn)*
- Wild Machine *(Goliath Stag Beetle)*

THE ALIEN BIO-FORM TEMPLATE

The galaxy abounds with life; organic life develops anywhere it is possible to. Life often takes fundamentally similar forms throughout the galaxy, as creatures on distant worlds evolve in parallel with creatures of a similar ecological niche on your home world.

The Alien Bio-Form Template allows you to create alien animals and vermin similar to, but distinct from, their Terran equivalents. This template is designed to semi-randomly generate new creatures, but you can choose abilities yourself to better fit your new animals into a pre-designed ecology.

- **Challenge Rating** Increase by +1; you may increase the resulting reature's CR by +2 if the resulting combination of abilities is especially potent.
- **Available To** This acquired template may be added to any Animal or Vermin. At the GM's option, this template may also be added to Magical Beasts and Dragons with an INT score of 3 or less.
- **Creature Type** The base creature may gain additional subtypes, such as aquatic, at the game master's discretion.

Gravity Adaptations (EX)
The first step in creating an Alien Bio-Form is to determine the gravity level of its home environment. You can either roll D6 or choose. This choice modifies the base creature's speeds and ability scores.

1 Low Gravity Environment. Ability Score Modifiers: -4 STR, +4 DEX. Increase all speeds by +10 ft. Gains Lightning Reflexes as a racial bonus feat.
2-4 Normal Gravity Environment. No changes from base creature.
5 High Gravity Environment. Ability Score Modifiers: -4 STR, +4 DEX. Reduce all speeds by -10 ft, but creature gains the Slow and Steady speed racial trait.
6 Zero Gravity Environment. Modify as per Low Gravity Environment, but the creature also gains Zero G Training as a racial bonus feat. You may give the creature the No Breath racial quality, if desired. In Zero Gravity, the creature gains a Fly speed equal to twice its base land speed with perfect maneuverability.

Alien Adaptations (EX)
All Alien Bio-Form creatures gain two adaptations chosen from the following lists. First roll a D6 to determine which category each adaptation comes from, then roll an individual D6 to determine the specific adaptation gained from that category. Alternatively, you can simply choose two alien adaptations.

You can have adaptations form the same category, but cannot take the same adaptation more than once. If a creature already has a given ability, either roll again or give the Alien Bio-Form an ability of your own design of roughly equivalent power.

CHOOSE CATEGORY

1 Combat Adaptations
2-3 Defensive Adaptations
4-5 Mobility Adaptations
6 Other Adaptations

COMBAT ADAPTATIONS

1 Breath Weapon – The creature gains a breath weapon usable once every 6 rounds. This weapon is a 30 ft line that inflicts 5d6 energy (REF DC 15 + creature's CON modifier half) damage. This energy damage is usually Acid, Cold or Fire but may be more exotic energy types at game master discretion.
2-3 Hard Hitter – Increase the damage dice of all the base creature's natural weapons by one step. The creature gains Weapon Focus (natural weapons) as a racial bonus feat.
4-5 Highly Toxic – Increase the base saving throw of any poison possessed by the creature by +3; if the base creature is not toxic, choose a poison wielded by a creature of the Alien Bio-Forms final challenge rating and apply it to the creature's natural weapons.
6 Predator – The base creature gains Pounce and Rake (two natural attacks of choice).

DEFENSIVE ADAPTATIONS

1-2 Alien Vigor – The base creature gains a +4 increase to its CON score and gains Toughness and Great Fortitude as racial bonus feats.
3-4 Environmental Adaptation – The base creature gains Energy Resistance 10 against an energy type common to its environment; if the base creature has 11+ HD, it gains Energy Immunity instead. Common choices are Acid, Cold or Fire, but other choices are possible.
5 Evasive – The base creature gains Evasion.
6 Heavily Armored – Add a +4 natural armor bonus to AC to the base creature.

MOBILITY ADAPTATIONS

1 Burrower – the base creature gains a Burrow speed equal to its base land speed.
2 Climber – the base creature gains a Climb speed equal to its base land speed, as well as a +4 racial bonus on Climb checks.
3-4 Fast – increase all the base creature's movement

speeds by +20 ft; this stacks with the effects of Gravity Adaptations.

5 **Flier –** the creature gains a Flight speed equal to 4x its base landspeed with average maneuverability, as well as a +4 racial bonus on Fly checks.

6 **Swimmer** – the creature gains the Amphibious special quality, a Swim speed equal to its base land speed and a +4 racial bonus on Swim checks.

OTHER ADAPTATIONS

1 **Dark Adapted** – the creature is blind and has no eyes, but gains Blindsense 120 ft and Blindsight 30 ft

2-3 **Healing Factor –** the creature gains Fast Healing 5, negated by one energy type of the game master's choice

4 **Lifespawn** – the creature gains the Lifespawn subtype and all associated qualities. It gains Lifesense 1 mile and has a Lifecount 1.

5 **Sapient –** increase the base creature's INT score to 6 if not already greater. It can understand, though not necessarily speak, one language of choice but is not literate. It gains additional skill ranks normally.

6 **Superior Senses** – the creature gains Darkvision 90 ft (or doubles existing Darkvision range), gains Scent if not already present and gains a +8 racial bonus on Perception and Survival checks.

Several example Alien Bio-Forms follow. Some were constructed by applying random rolls to existing Animals and Vermin from *The Bestiary,* while others were custom built to fit specific environments.

BALLET LION – CR 4

Large N Animal
XP 1,200
Init +9 **Senses** low-light vision, scent, Perception +9

Defense
AC 17 **Touch** 14 **Flatfooted** 12 (+5 DEX, +3 natural, -1 size)
HP 5d8+10 hp (32 HP)
Fast Healing 5 (fire)
FORT +6 **REF** +9 **WILL** +2
Defensive Abilities Evasion

Offense
Spd 50 ft
Melee bite +5 (1d8+3 slashing plus grab, 20/x2), two claws +5 (1d4+3 slashing, 20/x2)
Special Attacks pounce, rake (2 claws, 1d4+3 slashing)

Statistics
Str 17 **Dex** 21 **Con** 15 **Int** 2 **Wis** 12 **Cha** 6
Base Atk +3 **CMB** +7 (+11 grapple) **CMD** 22 (26 vs trip)
Feats Improved Initiative, Lightning Reflexes ^{B}, Run, Skill Focus (Perception)
Skills Acrobatics +13, Perception +9, Stealth +10 (+14 in undergrowth) (***racial modifiers***: +4 Acrobatics, +4 Stealth/+8 in undergrowth)

Ecology
Environment warm plains
Organization solitary, pair or pride (3-10)
Treasure none

NATURE

The Ballet Lion is a fearsome, vaguely feline predator from a low gravity world. Compared to a Terran lion, the creature has anorexic, stilt-like limbs and moves with an eerie, floating grace. The Ballet Lion prefers hit and run attacks, harrying prey until they drop back and separate from their pack.

This creature uses a Lion (*B1*) as the base creature. A random roll provided the Low Gravity adaptation, and randomly rolled the Evasive (Defensive) and Healing Factor (Other) adaptations. The Ballet Lion is a good example of a randomly built Alien Bio-Form. Nothing about this monster was chosen by the designer.

CRYSTAL SHRIKE – CR 10

Gargantuan N Animal
XP 9,600
Init +6 **Senses** Lowlight vision, Perception +15

Defense
AC 26 **Touch** 8 **Flatfooted** 24 (
+2 DEX, +18 natural, -4 size)
HP 16d8+48 (120 HP)
FORT +13 **REF** +14 **WILL** +8
Immune Electricity, Suffocation, Radiation and Vacuum (No Breath)

Offense
Spd 20 ft, Flight 80 ft (average) Space Flight 1,000 ft (or 3 hexes)
Melee two talons +18 (2d6+9 piercing plus grab,19-20/x2) bite +17 (2d8+9 piercing, 20/x2)
Special Attacks Piezoelectric Breath Weapon (30 ft line, 5d6 electrical, REF DC 19 half, usable every 6 rounds)
Special Qualities No Breath, Starflight

Statistics
Str 28 **Dex** 15 **Con** 17 **Int** 2 **Wis** 12 **Cha 11**
Base Atk +12 **CMB** +25 (+29 grapple) **CMD** 37
Feats Flyby Attack, Improved Critical (talons), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (talons), Zero G Training
Skills Fly +7, Perception +15
Ecology
Environment space or warm plains and mountains
Organization solitary or mated pair
Treasure none

NATURE

Crystal Shrikes are enormous, crystalline avians with a wingspan in excess of 30 meters. Their bodies are potent bio-chemical batteries, capable of catalyzing starlight and cosmic radiation and discharging potent electrical blasts that stuns and electrocutes their prey. Crystal Shrikes soar between habitable worlds within a solar system, but rarely venture into the dark between systems, as their natural starflight is comparatively slow and limited to the speed of light. Crystal Shrikes can go months between feeding, subsisting on stored bio-electricity, but descend form the void to feed on large herbivores whenever the opportunity presents itself.

This creature uses a Roc (*B1*) as the base creature. It was given the Zero Gravity adaptation. I specifically chose the Heavily Armored (Defensive) and Breath Weapon (Combat) adaptations. The creature was given an additional (free) Immunity to Electricity, as that seemed to make story sense. The Crystal Shrike is a good example of a purpose-built Alien Bio-Form.

DOZER BISON – CR 3

Large N Animal
XP 800
Init +0 **Senses** Lowlight vision, scent, Perception +9
Languages understands Galactic Common but cannot speak

Defense
AC 15 **Touch** 7 **Flatfooted** 15 (+8 natural, -2 DEX, -1 size)
HP 3d8+9 hp (22 HP)
FORT +6 **REF** +1 **WILL** +1

Offense
Spd 30 ft
Melee gore +9 (1d8+11 piercing, 20/x2)
Special Attacks Stampede, Trample (2d6+11 bludgeoning, R-DC 19)

Statistics
Str 27 **Dex** 6 **Con** 17 **Int** 6 **Wis** 11 **Cha** 4
Base Atk +2 **CMB** +11 **CMD** 19 (23 vs trip)
Feats Endurance, Skill Focus (Perception)
Skills Craft (structural) +1, Perception +9, Survival +2

Ecology
Environment warm plains and hills
Organization solitary, pair or herd (3d10)
Treasure incidental

SPECIAL ABILITIES

Slow and Steady Speed (EX)
The Dozer Bison's speed is never reduced due to armor or encumbrance.

Stampede (EX)
A stampede occurs if three or more creatures with this quality make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their own size or smaller, and the trample Save DC increases by +2.

NATURE

Dozer Bison are native to tectonically active worlds with crushing local gravity. Protected beneath a heavy, stone like carapace formed from calcium hardened to steel-like density by high gravity, Dozer Bison are almost invulnerable. The tank-like behemoths are on the verge of sentience, and are already capable of using their deadly horns to carve crude shelters out of rock. They decorate these shelters with simplistic horn scratches that track the rains, the great planet-quakes, and the fertile seasons of the cows. Given another few million years of evolution, the Dozer Bison might develop their own society.

This creature uses a Auorchs (*B1*) as the base creature. The Bison's High Gravity Adaptation was randomly rolled. I specifically chose the Sapient (Other) adaption, but randomly rolled the Heavy Armor (Defensive) adaptation. The Dozer Bison is an example of a creature where random rolls augment specifically chosen adaptations.

MAUL – CR 7

Huge N Animal (cold)
XP 3,200
Init +2 **Senses** Lowlight vision, scent, Perception +14

Defense
AC 24 **Touch** 10 **Flatfooted** 22 (-2 size, +2 DEX, +14 natural)
HP 10d8 +30 hp (75 HP)
FORT +12 **REF** +11 **WILL** +4
Immune suffocation, vacuum, radiation (No Breath), Cold
Vulnerable Fire

Offense
Spd 30 ft, Zero G Flight 60 ft (perfect)
Melee +12 tail (3d6+10 plus stun, 20/x2)
Special Qualities No Breath
Special Attacks Breath Weapon (Usable every 6 rounds, 30 ft line, 5d6 Cold, REF DC 18 Half)

Statistics
Str 23 **Dex** 14 **Con** 17 **Int** 2 **Wis** 13 **Cha** 8
Base Atk +7 **CMB** +15 (+17 overrun, bull rush) **CMD** 27 (31 vs trip)
Feats Great Fortitude, Improved Bull Rush, Improved Overrun, Lightning Reflexes, Power Attack, Weapon Focus (tail), Zero G Training
Skills Perception +14

Ecology
Environment deep space (comets)
Organization solitary, pair, or herd (3d4)
Treasure none

SPECIAL ABILITIES

Stun (EX)
The Maul's tail can deliver a powerful, stunning blow. A creatue struck by this attack must make a DC 21 FORT Save or be *dazed* for one round. If the strike is a critical hit, and the target fails its save, it is instead *stunned* for 1d4 rounds. The Save DC is STR-based.

NATURE

Mauls are armored beasts that make their home on the largest comets. Mauls somewhat resemble Terran ankylosaurs, save their hammer-like tail is nearly as large as their torsos, and the creatures move on tortoise-like flippers, which allow them to drift freely around their comet with a grace they lack while lumbering across its frozen surface. Herds of these heavily armored, roughly ovoid creatures roam these fast-moving rocks of ice, sustaining their life functions by absorbing ambient cosmic and solar radiation and drinking the cometary water. Each Maul 'herd' has claimed a particular comet for uncounted millennia, breeding rarely and dying even less often, making a long, sublight-speed circuit of the galaxy. Mauls defend their comet-territory fiercely and savagely, and are a known hazard to water-miners and prospectors.

The Maul uses an Ankylosaur (B1) as the base creature. I decided to make the creature a Zero G hunter, and randomly rolled its adaptations. Since it randomly received both Energy Immunity and a Breath Weapon, I decided to apply the Cold subtype, and choose Cold as the energy type for both mutations, giving it a vulnerability to fire. This isn't strictly required by the template, but is a good, flavorful choice.

WRAITH SCORPION – CR 4

Large N Vermin
XP 1,200
Init +0 **Senses** Darkvision 60 ft, tremorsense 60 ft, Perception +4

Defense
AC 16 **Touch** 9 **Flatfooted** 16 (+7 natural armor, -1 size)
HP 5d8+15 hp (37 HP)
FORT +7 **REF** +1 **WILL** +1
Immune mind-affecting effects

Offense
Spd 50 ft Burrow 50 ft Flight 200 ft (average)
Melee two claws +6 (1d6+4 slashin plus grab, 20/x2) and sting +6 (1d6+4 piercing plus poison, 20x2)
Special Attacks constrict (1d6+4 slashing)
Scorpion Poison (EX)
Sting—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. The save DC is CON-based and includes a +2 racial bonus.

Statistics
Str 19 **Dex** 10 **Con** 16 **Int** – **Wis** 10 **Cha** 2
Base Atk +3 **CMB** +8 (+12 grapple) **CMD** 18 (30 vs trip)
Skills Climb +8, Fly +2, Perception +4, Stealth +0 (***racial modifiers***: +4 Climb, +4 Fly, +4 Perception, +4 Stealth)

Ecology
Environment warm and temperate deserts, forests, plains or underground
Organization solitary
Treasure none

NATURE

Wraith Scorpions are truly dangerous alien predators who are equally at home stalking the dunes, burrowing beneath the ground to confuse prey, or attacking in a powerdive from out of the desert sun. Wraith Scorpions seem more intelligent than the norm for vermin, with an instinct for seeking out ambush points. They prefer to attack in a dive from high buttes or mesas, preying on victims slogging through desert sands or mired in underbrush in the flat lands.

This creature uses a Giant Scorpion (*B1*) as the base creature. The creature is native to a normal gravity environment. It randomly received two abilities from the Movement Adaptation category: Burrow and a Flight speed, giving the Wraith Scorpion unparalleled maneuverability.

THE DOUBLE STRIKER TEMPLATE

Double Striker creatures have evolved paired heads on long, lunging throats. These creatures are voracious predators with swift reflexes and a snapping, ferocious fighting style.

- **Challenge Rating** Increase the base creature's Challenge Rating by +1 or by +2 if the base creature has a breath weapon of any kind.
- **Available To** This inherited template may be added to any Aberration, Animal, Dragon, Magical Beast or Vermin with a single head and at least one bite attack.
- **Creature Type** The creature's type does not change.
- **Ability Scores** Increase the base creature's DEX score by +4.
- **Standard Monster Abilities** The Double Striker gains Rend. It inflicts an additional amount of damage equal to its base bite damage if both of it heads hits with at least two bite attacks.
- **Senses** Double Striker Creatures gain all-around vision.
- **Feats** The Double Striker creature gains Combat Reflexes, Improved Initiative, Lunge and Weapon Focus (bite) as racial bonus feats. If the base creature already has either feat, it gains Weapon Specialization (bite), instead.
- **Skills** The Double Striker gains a +4 racial bonus on Perception checks.

Swift Bites (EX)
When making a full attack, the Double Striker Creature can make an additional bite attack at its highest base attack bonus.

Swift Breath (EX)
If the base creature possesses any from of breath weapon, this breath weapon recharges in two fewer rounds than normal, to a minimum of a one round recharge period.

Vorpal Immunity (EX)
The Double Striker Creature is not slain automatically if one of its heads is severed by a vorpal weapon. The creature suffers ongoing Bleed 5 and is considered *sickened* until the Bleed damage ends.

CHAINSAW BEAR – CR 8

Large N Animal
XP 4,800
Init +5 **Senses** lowlight vision, scent, all-around vision, Perception +16

Defense
AC 20 **Touch** 12 **Flatfooted** 17 (-1 size, +3 DEX, +8 natural)
HP 10d8 +50 hp (95 HP)
FORT +12 **REF** +10 **WILL** +4

Offense
Spd 40 ft
Melee two +14 bites (1d8+9 slashing, 20/x2) plus two +13 claws (1d8+7 slashing, 20/x2)
Special Attacks rend (two bites, 1d8+9 slashing)
Special Qualities Vorpal Immunity

Statistics
Str 25 **Dex** 17 **Con** 21 **Int** 2 **Wis** 12 **Cha** 10
Base Atk +7 **CMB** +15 (+19 grapple) **CMD** 28 (32 vs trip)
Feats Combat Reflexes, Endurance, Improved Initiative, Iron Will. Lunge, Run, Skill Focus (perception), Weapon Focus (bite), Weapon Specialization (bite)
Skills Perception +16, Swim +19 (***racial modifiers***: +4 Swim, +4 Perception)

Ecology
Environment cold and temperate forests
Organization solitary or pair
Treasure incidental

NATURE

It's obvious where Chainsaw Bears get their name – they rip through beta-predators and primary prey animals with the lethal efficiency of a running chainsaw. Chainsaw Bears are top-level predators, so violent and territorial even the most pacifistic colony worlds call in military fire power to clear out lairs when discovered.

PLATINUM LEVIATHAN – CR 23

Colossal N Dragon (Battlechanger, kaiju)
XP 820,000
Init +19 **Senses** Darkvision 600 ft, lowlight vision, scent, all-around vision, Lifesense 3 miles, perceive unencrypted radio/television and wifi signals, Perception +33

Defense
AC 44 **Touch** 18 **Flatfooted** 28 (-8 size, +15 DEX, +1 dodge, +20 natural)
HP 25d12 +250 hp (413 HP)
Damage Reduction 20/epic
Fast Healing 30
FORT +22 **REF** +29 **WILL** +19
Resist Acid 30, Cold 30, Electricity 30, Fire 30, Negative Energy 30, Sonic 30
Immune charm, compulsion

Offense
Spd 80 ft, Swim 160 ft
Melee two +30 claws (4d10+10 slashing, 18-20/x2) plus two +31 bites (6d10+2 slashing plus 4d6 acid, 20/x3 plus swallow whole)
Ranged four +40 over-the-horizon rail guns (4d10 ballistic, 20/x3, 1 mile range increment, single shot)
Special Attacks Clinging Slime Breath Weapon (120 ft cone, 6d10 acid plus entangled, R-DC 30 half, usable every 1d3 rounds), Hurl Foe, Rend (two claws, 4d10+10 slashing), Rend (two bites, 6d10+2 slashing plus 4d6 acid), Swallow Whole (6d10 acid, AC 20, 40 HP)
Special Qualities Amphibious, Ferocity, Massive, Recovery

Statistics
Str 30 **Dex** 40 **Con** 28 **Int** 3 **Wis** 20 **Cha** 11
Base Atk +25 **CMB** +48 **CMD** 73
Feats Bleeding Critical, Combat Reflexes, Critical Mastery, Critical Focus, Dodge, Fuelon Carnivore, Improved Critical (claw), Improved Initiative, Lunge, Mobility, Spring Attack, Staggering Critical, Toughness, Weapon Finesse, Weapon Focus (bite), Weapon Specialization (bite)
Skills Perception +33, Swim +46

Ecology
Environment any land or water (prefers to lair underwater, native to ***Technys***)
Organization solitary and possibly unique
Treasure incidental

SPECIAL ABILITIES

Clinging Slime Breath Weapon (EX)
Targets damaged by the Platinum Leviathan's breath weapon and which do not make their REF Save for half damage are entangled by webs of sticky acid, gaining the grappled condition. These webs can be broken with a successful combat maneuver or Escape Artist check against the REF Save DC, or can be burned by inflicting at least 10 points of Fire damage.

Targets grappled by these sticky, acidic webs suffer half damage from the breath weapon for 1d3 rounds, or until they die or become free.

Fuelon Reserve (EX)
The Platinum Leviathan has 10 points in his Fuelon Reserve. It can expend a point of Fuelon to achieve a variety of effects, described fully in this sourcebook's appendix.

Potent Acid (EX)
The acid wielded by the Platinum Leviathan is especially potent. Acid Resistance and Immunity does not apply to this acid, except in the case of other Kaiju's Acid Resistance.

Vorpal Immunity (EX)
The Platinum Leviathan is not slain automatically if one of its heads is severed by a vorpal weapon. The creature suffers ongoing Bleed 5 and is considered *sickened* until the Bleed damage ends.

NATURE

The Platinum Leviathan uses the Ripper Kaiju stat-block as the base creature, and also applies the Technysian creature template for additional armor and firepower. Why? Because "fuck you" that's why.

The Platinum Leviathan is an ancient killing machine native to the polluted, oily seas of Technys. Millions upon millions of years old, the Platinum Leviathan is fierce enough to defeat an entire carrier battle group singlehandedly, or to exterminate costal city-states when the mood strikes it. Modern Battlechangers avoid the Platinum Leviathan wherever possible, rerouting shipping around its known hunting grounds. The mere rumor of the Leviathan sends shipping and naval operations into chaos, as Tyrakron and Freegear alike scrambling out of its range. A confirmed sighting of the great beast's silvery hull results in costal evacuations and pauses the great war between factions, as all sides scramble to deal with the current crisis.

The Platinum Leviathan is a twin-headed, bio-mechanical beast more than 500 meters long from nostrils to the tip of its tail-mounted steering vanes. The nearly indestructible, snow-white alien metal that gives the monstrosity its name is capable of withstanding a direct from a low-yield nuke. The Platinum Leviathan is armed with a panoply of four magnetic accelerator cannons, superior to man-made naval guns, which rise from each hip. The great machine has no need of an alt-mode, having evolved during a time before such disguises became necessary. The Platinum Leviathan feeds primarily on bio-mechanical whale and kraken analogues, only rampaging when smaller Battlechangers encroach on its territory.

THE EVOLUTIONARY GUARDIAN TEMPLATE

Humanoids who are exposed to a dangerous xeno-flora called an Evolutionary Rose undergo a startling mutation. Body and mind both evolve rapidly, resulting in a heavily armored, ultra-capable shepherd designed to ensure the human species thrives. The nearly unkillable Evolutionary Guardians are effectively immortal – but all emotional connections to their prior existence are wiped away, replaced by a steely resolve to protect the human species and genome.

The Evolutionary Guardian's primary impulses become the protection of the human species, with the safety and protection of members of their own bloodline foremost in their minds. Evolutionary Guardians are manipulative and lethally competent, with little regard for the lives of former allies, especially those of a different species.

- **Challenge Rating** Increase the creature's challenge rating by +2
- **Available To** This acquired template may be added to any creature with the Human subtype. The base creature gains the augmented and psionic subtypes.
- **Ability Score Modifiers** *+4 STR, -2 DEX, +4 CON, +2 INT.*
  Those transformed by Evolutionary Rose Toxin become noticeably larger and more powerfully built and their minds expand to rapidly process information. They learn and develop new tactics at a phenomenal rate. Their protective chitin armor makes Evolutionary Guardians less flexible than unmodified humanoids, however.
- **Alignment** The Evolutionary Guardian's alignment changes to lawful evil. Evolutionary Guardians cannot have their alignment magically altered.

  The Evolutionary Guardian's alignment cannot be magically detected, treat as a constant *undetectable alignment* cast by a 20th level caster.
- **Standard Monster Abilities** The Evolutionary Guardian gains Fast Healing 5 (acid). This increases to Regeneration 10 for 1d4 hours after consuming an Evolutionary Rose bloom. The Evolutionary Guardian gains Scent.
- **Armor Class** The Evolutionary Guardian's skin hardens into a chitin-like protective shell, and their joints swell to accommodate new muscle attachment points. The Evolutionary Guardian gains a +6 natural armor bonus to Armor Class, plus an additional +1 natural armor bonus per three HD beyond ten.
- **Natural Weapons** The character gains two claw attacks (1d8 + STR slashing) and a bite attack (1d6 + ½ STR piercing) as primary natural attack forms. The transformed human's lips harden into a short, bony beak.
- **Feats** The Evolutionary Guardian gains Wild Talent and two Combat Feat of choice as racial bonus feats. If they already possess a Power Point Reserve, the creature gains Psionic Talent instead.
- **Skills** The Evolutionary Guardian gains a +4 racial bonus on Perception and Sense Motive checks.

COMPETITIVE GUARDIAN – CR 9

Medium LE Monstrous Humanoid (augmented, human, mutant, psionic)
XP 6,400
Init +5 **Senses** Darkvision 60 ft, scent, Perception +0
Languages Celestial, Galactic Common, *truespeech*

Defense
AC 20 **Touch** 14 **Flatfooted** 16 (+4 DEX, +6 natural)
HP 9d10 +72 hp (122 HP)
Fast Healing 5 (acid)
FORT +17 **REF** +10 **WILL** +6
Immune aging, ability score damage/drain, energy drain, fatigue and exhaustion

Offense
Spd 40 ft
Melee one or more +17 unarmed strikes (1d10+7 bludgeoning, 20/x2) or
Melee two +16 claws (1d8+7 slashing, 20/x2) and +14 bite

(1d6+4 piercing, 20/x2)
Ranged +14/+9 flaming burst volley (2d8+7 bludgeoning plus 1d6 fire, 20/x2, 100 ft range increment)
Special Qualities Powerful Build
Spell-Like Abilities (CL 20th, Concentration +23)
Constant **–** undetectable alignment
Psi-Like Abilities (ML 9th, Concentration +12)
1x/day **–** warp envelope
Power Point Reserve 2

Statistics
Str 24 **Dex** 21 **Con** 26 **Int** 16 **Wis** 11 **Cha** 17
Base Atk +9 **CMB** +15 (+17 bullrush, disarm, sunder)
CMD 30
Feats Combat Expertise, Deadly Aim, Endurance, Great Fortitude, Greater Disarm, Guild Navigator, Improved Bullrush, Improved Disarm, Improved Sunder, Improved Unarmed Strike, Intimidating Prowess, Run, Weapon Focus (unarmed strike), Weapon Focus (volley), Wild Talent
Skills Acrobatics +19, Climb +19, Computer Use +9, Pilot +8, Knowledge (physical sciences) +17, Intimidate +22, Perception +4, Profession (athlete) +15, Sense Motive +4
Gear *+1 flaming burst volley of distance,* palmtop computer, *throwback jersey*

Ecology
Environment any
Organization squads of appropriate numbers for various team sports
Treasure standard (aboard their starship)

SPECIAL ABILITIES

Eugenicist (EX)
The Competitive Guardian hates the physically unfit. Any target struck by the Competitive Guardian suffers additional damage equal to the sum of their ability score penalties in their STR, DEX and CON scores, if any. This additional damage is not multiplied on a critical hit.

Fair Fight (EX)
The Competitive Guardian may make one unarmed strike at his highest attack bonus per 5 Hit Die of the target. There is no cap on the number of attacks the Competitive Guardian can make against truly powerful opponents.

Guild Navigator (Ps)
The Competitive Guardian can attempt a DC 20 Computer Use check while aboard a starship equipped with any grade of Hyperdrive. If successful, the Competitive Guardian increases the vessels' Drive rating by +1 for the duration of the voyage. This check requires 10 minutes.

Once per day, the Competitive Guardian can manifest a *psychoportation* ability identical to Warp Envelope.

Playing Defense (EX)
As an immediate action, the Competitive Guardian can sacrifice his worn *throwback jersey* to reduce the damage from a successful attack against him or damaging area effect to 1 point of damage of the attack's type. Doing so destroys the *throwback jersey* completely, and since the Competitive Guardian takes one point of damage, he remains vulnerable to any special effects keyed to the attack, such as stunning, bleed, or similar effects. The Competitive Guardian may choose to use this ability after damage is rolled, to save it for when he really needs it.

The Competitive Guardian must be aware of the attack or hazard, wearing a *throwback jersey* and not helpless or otherwise prevented from freely moving to use this ability.

Spot a Good Challenge (SU)
The Competitive Guardian can perceive the physical strength and fitness of any Humanoid or Monstrous Humanoid it encounters. It is aware of that creature's STR, DEX and CON scores, the ranks the creature has placed into Acrobatics, Climb, Swim or any sports-related Profession or Perform skill, and if the target has any Fighter, Combatant or Monk class levels and if so, how many of each.

This is considered a 9th level divination effect.

NATURE

The Competitive Guardian was created when a Competitive Guardian was exposed to ***Evolutionary Rose Toxin.*** The cosmic athlete was mutated into a dangerous post-human warlord dedicated to protecting humanity. The drive for honorable victory on the field of sport that defined the Contender in his prior incarnation has carried over into his existence as an Evolutionary Guardian, though the creatures obsessions are warped. The Competitive Guardian has become a eugenic fascist, who hopes to breed a fitter, healthier and physically superior strain of humanity, one that can win at any cost. "Train until you die!" is the Competitive Guardian's new motto. If given the chance to conquer, entire worlds will be training academies on a grand scale, where poor performance is rewarded with sudden execution.

The Competitive Guardian is a beaked, lobster-like monster nearly seven feet tall, incongruously dressed in a *Golden State Warriors* jersey several centuries old and amasingly well-kept. He may or may not actually be Steph Curry, or at least descended from him – there is something familial in the eyes beneath the protective chitin. He carries something like a high-tech basketball made of solidified light, which erupts in omni-directional laser flames when used in battle.

MANIPULATOR GUARDIAN – CR 8

Medium LE Humanoid (augmented, human, psionic)
Rogue 7
XP 4,800
Init +2 **Senses** Lowlight vision, scent, perceive unencrypted radio/television and wifi signals, Perception +8
Languages Galactic Common, English, Spanish, several other Earth languages, Shipper Patois

Defense
AC 20 **Touch** 11 **Flatfooted** 19 (+1 DEX, +3 armor, +6 natural)
HP 7d8 +10 hp (42 HP)
Fast Healing 5 (acid)
FORT +2 **REF** +8 **WILL** +3
Defensive Abilities Evasion, Trapsense +2, Uncanny Dodge
Immune suffocation, radiation, vacuum (space suit)
Weaknesses Cybernetic Security Risk -0

Offense
Spd 30 ft
Melee +9/+4 high frequency sword (2d6+3 slashing, 19-20/x3) or
Melee two +8 claws (1d8+3 slashing, 20/x2) and +8 bite (1d6+1 piercing, 20/x2)
Ranged +9/+4 plasma rifle (2d6+2 fire, 20/x2, 75 ft range increment, full auto, 40 cell)
Sneak Attack +4d6
Special Qualities No Breath (space suit)
Spell-like Abilities
(Caster Level 20th Concentration +23)
Constant – undetectable alignment
Power Point Reserve 2

Statistics
Str 16 **Dex** 13 **Con** 15 **Int** 17 **Wis** 12 **Cha** 14
Base Atk +5 **CMB** +6 **CMD** 18
Feats Lightning Reflexes, Rapid Shot, Point Blank Shot, Skill Focus (bluff), Spacer Lore, Weapon Focus (plasma rifle) Wild Talent
Skills Acrobatics +12, Autohypnosis +8, Bluff +14, Climb +11, Craft (electronic) +8, Computer Use +9, Diplomacy +12, Heal +4, Knowledge (local) +12 *(+14 concerning spacers)*, Pilot +4, Perception +12, Profession (gambler) +11, Sense Motive +15, Sleight of Hand +9, Stealth +12
Gear *+2 action wear, +1 keen high frequency sword, +2 plasma rifle* and 4x spare cells, potion of cure moderate wounds
Cybernetics
Headware **–** Onboard Computer, Attack Barrier +2, Lowlight Optics, Targeting Optics +1

Ecology
Environment any
Organization almost always solitary
Treasure double standard (including gear)

SPECIAL ABILITIES

Bred For Luck (SU)
The Manipulator Guardian is supernaturally lucky. Once per day while making any d20 roll, the Manipulator Guardian may roll 3d20 and take the best result. The Manipulator Guardian may activate this ability after the d20 results are known.

If the Manipulator Guardian has not used this ability today, the Manipulator Guardian can expend this power to negate the result of a critical hit against herself. She need not be consciously aware of the attack, and may even activate this ability when helpless, as this power is mostly unconscious.

Charmer (EX)
Twice per day the Manipulator Guardian can roll 2d20 when making a Diplomacy check and take the better of the two results.

Trap Spotter (EX)
Whenever the Manipulator Guardian merely comes within 10 ft of a trap, she receives an immediate Perception check to notice the trap.

NATURE

The Manipulator Guardian was created when a ***Risk Taker*** came into contact with an ***Evolutionary Rose***; her uncanny luck didn't fail her. The body-wide mutations that made the former human into a coldly sociopathic Guardian are considered positive survival traits, which implies her uncanny luck led her directly to the alien flower that made her into a true post-human.

In her transformed state, the former adventurer is sheathed in a polished carapace that resembles the rich browns and reds of agate. Now hairless, her mouth has become an eagle-like beak, and her musculature is as swollen as a weightlifter's physique. She has upgraded her armament dramatically, and fights with business-like efficiency.

The Manipulator Guardian intends to return to human space as quickly as possible, to directly protect humanity from existential threats. She considers ***Lifespawn*** the gravest threat to humanity's future, but also distrusts the impact the ***Stonecutter Mercantile Sphere's*** patronage is having upon human cultural evolution. She intends to sponsor bio-warfare initiatives against those she perceives as humanity's enemies. Given that their mandate includes dramatically upping human fertility and preventing the destruction of human fetuses, the Manipulator Guardian might ally herself with Earth's ***Lifer Army of God,*** at least in the short term.

The Manipulator Guardian uses the ***Risk Taker*** from this sourcebook as the base creature.

THE INSECTOID TEMPLATE

Insect and arachnid morphologies are common across the Multiverse, as these robust, instinct-driven predators and scavengers are an extremely successful genus of life. In addition to naturally evolved Insectoids, the long extinct ***Brightstar Order*** genetically engineered multiple species, across hundreds of worlds, with insect-derived survival adaptations.

Note to pedants: fuck the cube square law. Giant space-bugs are awesome.

- **Challenge Rating** Increase the base creature's Challenge Rating by +1, or by +2 if you choose to give the resulting creature a Flight speed.
- **Available To** This inherited template may be added to any Animal.
- **Creature Type** Change the base creature's type to Vermin. Do not recalculate saves or derived statistics.
- **Speed** Unchanged by default. If you wish, you can give your Insectoid Creature a flight speed equal to twice its base land speed and average maneuverability. It gains Hover as a racial bonus feat.
- **Ability Scores** The Insectoid Creature gains a +3 enhancement bonus to its STR, DEX and CON scores, but it loses its INT score completely and becomes mindless.
- **Armor Class** An Insectoid creature's exoskeleton grants the creature (or improves its existing natural armor bonus to AC) by +4.
- **Senses** Insectoid creatures grow elongated, very sensitive antenna that grant them scent as well as *Tremorsense* 60 ft.
- **Immunities and Resistances** Insectoid Creatures become immune to mind-affecting effects, and gain a +4 racial bonus on FORT Saves.
- **Skills** The Insectoid Creature loses all skill ranks and any feat requiring thought or reason, but keeps purely physical feats, such as Run or many combat feats.

RIVER SCARAB – CR 4

Large N Vermin
XP 1,200
Init +2 **Senses** Lowlight vision, scent, tremorsense 60 ft, Perception +6

Defense
AC 19 **Touch** 11 **Flatfooted** 17 (-1 size, +2 DEX, +8 natural)
HP 3d8 +12 hp (26 HP)
FORT +12 **REF** +5 **WILL** +2
Immune mind-affecting effects
Weaknesses

Offense
Spd 20 ft, swim 60 ft, Flight 40 ft (average)
Melee +7 bite (1d8+8 slashing, 20/x2 plus grab) and +2 tail slap (1d12+3 bludgeoning, 20/x2)
Special Attacks death roll (1d8+8 slashing plus trip)
Special Qualities Hold Breath

Statistics
Str 22 **Dex** 15 **Con** 20 **Int** – **Wis** 12 **Cha** 2
Base Atk +2 **CMB** +9 (+13 grapple) **CMD** 20 (24 vs trip)
Skills Perception +1, Stealth +1 (+9 in water), Swim +4

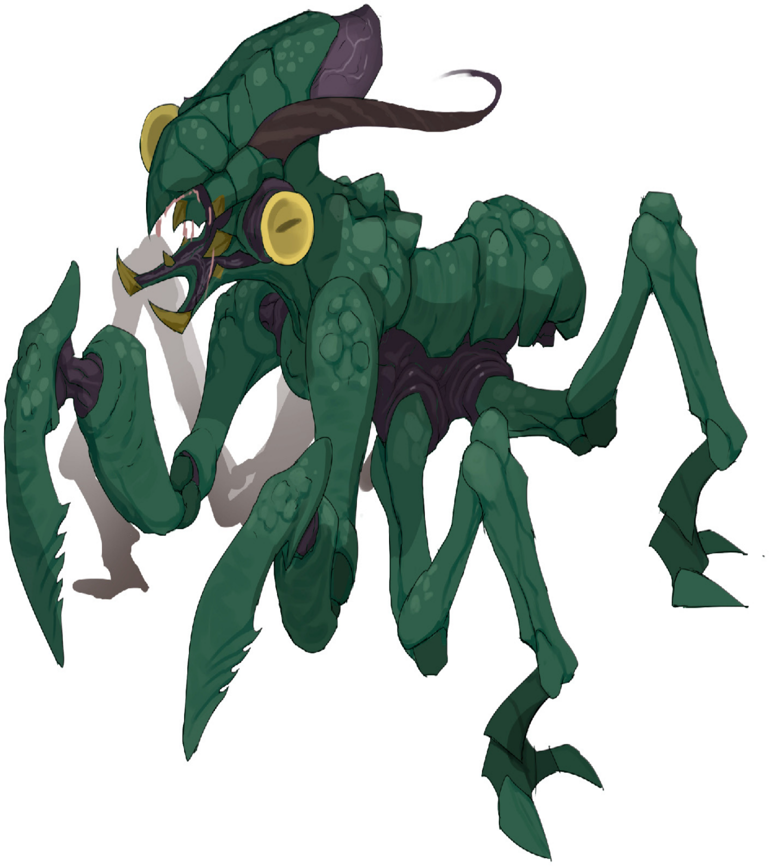
Ecology
Environment warm rivers and marshes
Organization solitary, pair or hives of up to 36
Treasure none

SPECIAL ABILITIES

Death Roll (EX)
When grappling a foe of its size or smaller, the River Scarab can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks its legs and rolls rapidly, twisting and wrenching its victim. The River Scarab inflicts its bite damage and knocks the creature prone. If successful, the River Scarab maintains the grapple.

Hold Breath (EX)
The River Scarab can hold its breath for a number of rounds equal to 4x its CON score (80 rounds or around 8 minutes) before it risks drowning.

Sprint (EX)
Once per minute a River Scarab may sprint, increasing its land speed to 40 ft for one round. Alternatively, it may increase its Flight Speed to 80 ft for one round.



NATURE

The River Scarab is a fierce, amphibious predator with a particular fondness for large, fatty mammals. Like its reptilian ‘cousins’ on Earth, the River Scarab lurks just below the waterline and waits for prey to come close to drink. The River Scarab has a smooth, roach-like chitin exoskeleton the color of muddy water, broken here and there with bright splotches of blue and silvery-white. Rather than crocodilian jaws, it feeds with a dangerous pair of snapping, vertically aligned mandibles with incredible tensile strength and muscular power. The River Scarab’s most dangerous adaptation remain the heavy, translucent wings it conceals beneath its shell – it can fly a lot faster and with greater maneuverability than its bulk would suggest.

A River Scarab uses a Crocodile *(B1)* as the base creature. I chose to give it Flight, and increase the resulting creature to CR 4 to make it an even greater threat than an the augmented crocodile would be otherwise. The ability to use its Sprint racial ability via its Flight wasn’t part of the template, but just made good sense, and provides another nasty surprise for a xeno-monster already full of them.

ROACH APE – CR 3

Large N Vermin
XP 800
Init +2 **Senses** Lowlight vision, scent, *tremorsense* 60 ft, Perception +1

Defense
AC 20 **Touch** 13 **Flatfooted** 17 (-1 size, +4 DEX, +8 natural)
HP 3d8 +9 hp (22 HP)
FORT +8 **REF** +7 **WILL** +2
Immune mind-affecting effects

Offense
Spd 30 ft, Climb 30 ft
Melee two +5 slams (1d6+4 bludgeoning, 20/x2)

Statistics
Str 18 **Dex** 18 **Con** 17 **Int** – **Wis** 12 **Cha** 7
Base Atk +2 **CMB** +5 **CMD** 17
Feats Great Fortitude
Skills Acrobatics +4, Climb +8, Craft (structure) +2, Perception +1, Stealth +4 (+8 in jungle)

Ecology
Environment warm forests
Organization solitary, pair or hives of up to 36
Treasure none

SPECIAL ABILITIES

Constructor Secretion (EX)
As a full round action, the Roach Ape can construct up to a 5 ft square of waxy material, which has Hardness 2 and 50 Hit Points within a few minutes of its excretion. The Roach Ape can shape the rapidly hardening wax into structures, such as stairs, a bridge, or a shelter with a successful Craft (engineering or structural) check. This ability is usable up to seven times per day.

NATURE

Roach Apes are burly eusocial insects which resemble Terran gorillas. Though not truly sentient, they are instinctive builders, who construct towering mounds supported by the jungle’s eldest trees. Roach Ape colonies can stretch across almost a mile of rugged jungle, as often built vertically as horizontally. Roach Apes have spiny, irregular exoskeletons, primarily green with splotches of orange and amber, which give them phenomenal camouflage in the jungle. When at rest, the creatures vomit up a dun-grey sludge from a second mouth in their abdomen, which they use to construct their hives.

Roach Apes are based on the Gorilla *(B1)*. I gave them the Constructor Secretion trait, from ***Fursona Unleashed***, as a flavorful choice to explain how otherwise mindless creatures could build even the simplest structures.

STEEDFLY – CR 4

Large N Vermin
XP 1,200
Init +4 **Senses** Lowlight vision, scent, tremorsense 60 ft, Perception +3

Defense
AC 20 **Touch** 14 **Flatfooted** 15 (-1 size, +5 DEX, +6 natural)
HP 2d8+16 hp (25 HP)
FORT +15 **REF** +8 **WILL** +3
Immune mind-affecting effects

Offense
Spd 50 ft Flight 100 ft (good)
Melee two +6 strikes (1d6+6 bludgeoning, 20/x2) and +6 bite (1d4+6 piercing plus poison, 20/x2)

Steedfly Poison
Type: Injury (bite)
Save: FORT DC 18
Duration: 1/round for 4 rounds
Effect: 1d2 STR
Cure: 1 Save

Statistics
Str 23 **Dex** 21 **Con** 24 **Int** – **Wis** 17 **Cha** 7
Base Atk +1 **CMB** +8 **CMD** 20 (24 vs trip)
Feats Endurance, Hover^B, Run
Skills Fly +9, Perception +3

Ecology
Environment temperate plains and deserts
Organization solitary, pair, or herds of up to 60+
Treasure none

NATURE

Steedflies are a hybrid of dragonfly and bumblebee the size of a Clydesdale. They have a plump abdomen with six pairs of large, hard-beating transparent wings attached. Their body covered in bristly, striped fur, and has an elongated thorax. These massive, doughty draft animals are among the most popular mounts among Mantids and insect-derived Anthros alike. Steedflies are nearly tireless, easily trained and fiercely loyal once trained or bio-bonded. Steedflies are fearless in combat, and their mandibles are impregnated with a strength-sapping venom.

Steedflies are built by applying the Insectoid Template to a Warhorse (a horse with the advanced template, *B1*). They were given a Giant Ant's poison bite to punch up their offense a little bit. This doesn't affect the Steedfly's final Challenge Rating.

MECHAFORM CREATURE TEMPLATE

Mechaform combat mecha are spectacular, colorful and highly effective combat robots modeled on animal anatomy. Mechaform creatures include bio-mechanical dinosaurs, robotic insects and spiders and artificial, heavily armed versions of alpha predators like wolves or sabertooth tigers.

- **Challenge Rating** Increase the base creature's challenge based on its size, as shown on the chart below.
- **Available To** This inherited template may be added to any Animal or Vermin that is at least Medium sized.
- **Creature Type** The base creature's type changes to Construct with the Mecha subtype.
- **Hit Dice** Change all HD to D12 and remove the Mechaform's CON modifier and bonus HP. Apply bonus HP based upon the Mechaform's new size. If this total is less than the Mechaform's base hit point total, use that instead. Do not recalculate derived statistics except as noted below.
- **Ability Scores** The Mechaform creature loses its CON and INT scores.
- **Size** If the Mechaform creature is size Large or Medium, increase it to Huge. If the Mechaform is already Huge it retains the size of the base creature.
- **Saves** The Mechaform gains the FORT and WILL Saves of a Construct of its HD but retains the REF Save of the base creature, if that would be greater than an equivalent Construct's REF save.
- **Senses** The Mechaform creature gains Darkvision 60 ft and can perceive unencrypted radio/television/wifi signals. It loses the Sense special quality, if possessed.
- **Natural Armor** Mechaform creatures up to size Huge gain a +4 natural armor bonus to AC, which increases by +2 for every size category they obtain beyond Huge.
- **Damage Reduction** The Mechaform creature gains Damage Reduction 10/magic.
- **Immunities** The Mechaform creature gains Construct immunities, subject to the situational limitations of the Mecha subtype.
- **Skills** The Mechaform creature loses all skill ranks, though retains racial bonuses to skills.
- **Feats** The Mechaform creature loses all feats except feats with the Combat descriptor.
- **Standard Monster Abilities** The Mechaform creature loses any poison or disease attacks possessed by the

base creature. It gains the *Piloted* special quality. Any special ability previously dependent on CON now becomes dependent on STR.

Cannons (EX)
The Mechaform creature gains a pair of long-ranged cannons built into its shoulders, haunches or spinal plating. When this template is gained, choose whether these cannons inflict Ballistic, Electrical, Fire or Force. Once chosen, this choice cannot be changed. Damage and range increment are based on the Mechaform Creature's size. In any case, these cannons have effectively infinite ammunition/charges.

The Mechaform may make two cannon attacks at its highest base attack bonus as a new ranged attack option.

The Mechaforms in this sourcebook show a little more variation from the basics of the template than the Mechaforms found in ***Secret Soldiers*** where this template first appeared. The Mechaform Tiger and Mechaform T-Rex in that sourcebook follow the 'rules' a lot more closely.

MECHAFORM BATTLE BI-SHARK – CR 15

Gargantuan N Construct (mecha)*
XP 51,200
Init +8 **Senses** Darkvision 60 ft, lowlight vision, all-around vision, perceive unencrypted wifi/radio/televison signals, Perception +16
Languages pilot's languages*

Defense
AC 29 **Touch** 10 **Flatfooted** 25 (+4 DEX, +19 natural, -4 size)
HP 15d12 +70 hp (HP)
Damage Reduction 10/magic
FORT +5 **REF** +17* **WILL** +5*
Immune construct immunities
Weaknesses Intelligent Pilot

Offense
Spd swim 60 ft, flight 60 ft (average)
Melee three +18 bites (4d10+15 slashing, 19-20/x2 plus grab)
Ranged two +9 cannons (8d6 ballistic, 20/x2, 1,500 ft range increment, single shot)
Special Attacks swallow whole (2d6+15 slashing, AC 17, hp), Rend (two bites, 2d8+15 slashing)
Special Qualities Piloted

Statistics
Str 30 **Dex** 15* **Con** – **Int** –* **Wis** 12* **Cha** 10*
Base Atk +11* **CMB** +25 (+29 grapple) **CMD** 37
Feats Bleeding Critical, Combat Reflexes, Critical Focus, Improved Initiative, Hover, Lunge, Weapon Focus (bite)
Skills Perception +16, Fly +6, Swim +18

Ecology
Environment any land or aquatic
Organization usually found as part of a multi-colored sentai squad
Treasure incidental

SPECIAL ABILITIES

Swift Bites (EX)
When making a full attack, the Battle Bi-Shark can make an additional bite attack at its highest base attack bonus.

NATURE

The Battle Bi-Shark is a threatening all-terrain fast assault mecha that resembles a two headed robotic shark. Anti-gravity systems allow the massive robot to swim through the air almost as nimbly as it prowls the ocean. The Battle Bi-Shark uses the Dire Shark *(B1)* as the base creature, and has the ***Double Striker*** template added as well as the ***Mechaform*** template. The resulting creature's flight speed, and the battlefield dominance that comes with it, ups the final Challenge Rating by one, to CR 15.

Mechaform Size	Challenge Rating	Cannon Damage	Critical	Range Increment
Huge	+2	4d6	20/x2	1,000 ft
Gargantuan	+4	8d6	20/x2	1,500 ft
Colossal	+6	10d6	20/x2	2,000 ft

MECHAFORM MASTODON – CR 11

Huge N Construct (mecha)*
XP 12,800
Init +1 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted wifi/radio/televison signals, Perception +10
Languages pilot's languages*

Defense

AC 25 **Touch** 9 **Flatfooted** 24 (+1 DEX, +16 natural, -2 size)
HP 14d12 +40 hp (133 HP)
Damage Reduction 10/magic
FORT +4 **REF** +10* **WILL** +5*
Resist Cold 15
Immune construct immunities
Weaknesses Intelligent Pilot

Offense

Spd 40 ft
Melee +20 gore (2d8+12 piercing, 20/x2) plus +20 slam (2d6+12 bludgeoning, 20/x2)
Ranged two +12 cannons (4d6 cold, 20/x2, 1,000 ft range increment, single shot)
Special Attacks Trample (2d8+18 bludgeoning, R-DC 29)
Special Qualities Piloted

Statistics

Str 34 **Dex** 12* **Con** – **Int** – * **Wis** 13* **Cha** 7*
Base Atk +10* **CMB** +24 **CMD** 35 (39 vs trip)
Feats Improved Bull Rush, Power Attack, Weapon Focus (cannons)
Skills Perception +10

Ecology

Environment any land
Organization usually found as a multi-colored sentai squad
Treasure incidental

NATURE

The Mechaform Mastodon is a heavy weapons platform designed for arctic warfare. It has been given heavy-duty Cold resistance and has weapons capable of inflicting Cold damage, rather than the usual options for the Mechaform Template. These flavorful modifications do not increase the mecha's final challenge rating. The Mechaform Mastrondon is based on a Dire Elephant *(B1)*.

MECHAFORM, VENOMWING – CR 6

Huge N Construct (mecha)*
XP 2,400
Init +7 **Senses** Darkvision 60 ft, lowlight vision, scent, perceive unencrypted wifi/radio/televison signals, Perception +x
Languages pilot's languages*

Defense

AC 17 **Touch** 10 **Flatfooted** 15 (+2 DEX, +7 natural, -2 size)
HP 7d12 +40 hp (85 HP)
Damage Reduction 10/magic
FORT +2 **REF** +4* **WILL** +2*
Immune Acid, construct immunities
Weaknesses Intelligent Pilot

Offense

Spd 30 ft flight 80 ft (perfect), Space Flight 1,500 ft or 6 hexes, Hyperdrive Rating 1
Melee +10 bite (2d10+6 piercing plus 1d6 acid, 20/x2 plus grab and Omni-Toxin)
Omni-Toxin (EX)
Injury Poison
Save: FORT Save DC is equal to 12 +half the Omni-Toxic creature's HD + its CON modifier
Duration: 1/round for 10 rounds
Initial Effect: blindness and nausea for 1d4 rounds
Secondary Effect: 1d6 CON (or STR in the case of targets without CON scores)
Cure: 2 saves

Ranged two +5 cannons (4d6 force, 20/x2, 1,000 ft range increment, single shot)
Special Attacks Darting Charge
Special Qualities Piloted

Statistics

Str 19 **Dex** 19* **Con** – **Int** –* **Wis** 12* **Cha** 9*
Base Atk +5* **CMB** +11 (+13 grappling or +19 grappling on a charge) **CMD** 25 (33 vs trip)
Feats Combat Reflexes, Flyby Attack, Improved Initiative, Weapon Focus (bite)
Skills Fly +10, Stealth +4

Ecology

Environment any land
Organization usually found as part of a multi-colored sentai squad or accompanying *Brightstar Order* survivors
Treasure incidental

SPECIAL ABILITIES

Darting Charge (EX)
A Venomwing Mechaform is adept at swooping in to attack prey with a powerful bite and then, just as quickly, swooping back up out of reach. As a result, a Venomwing Mechaform gains Flyby Attack as a bonus feat. In addition, if a Venomwing Mechaform charges while flying, it receives a +4 bonus on CMB checks made to grapple foes.

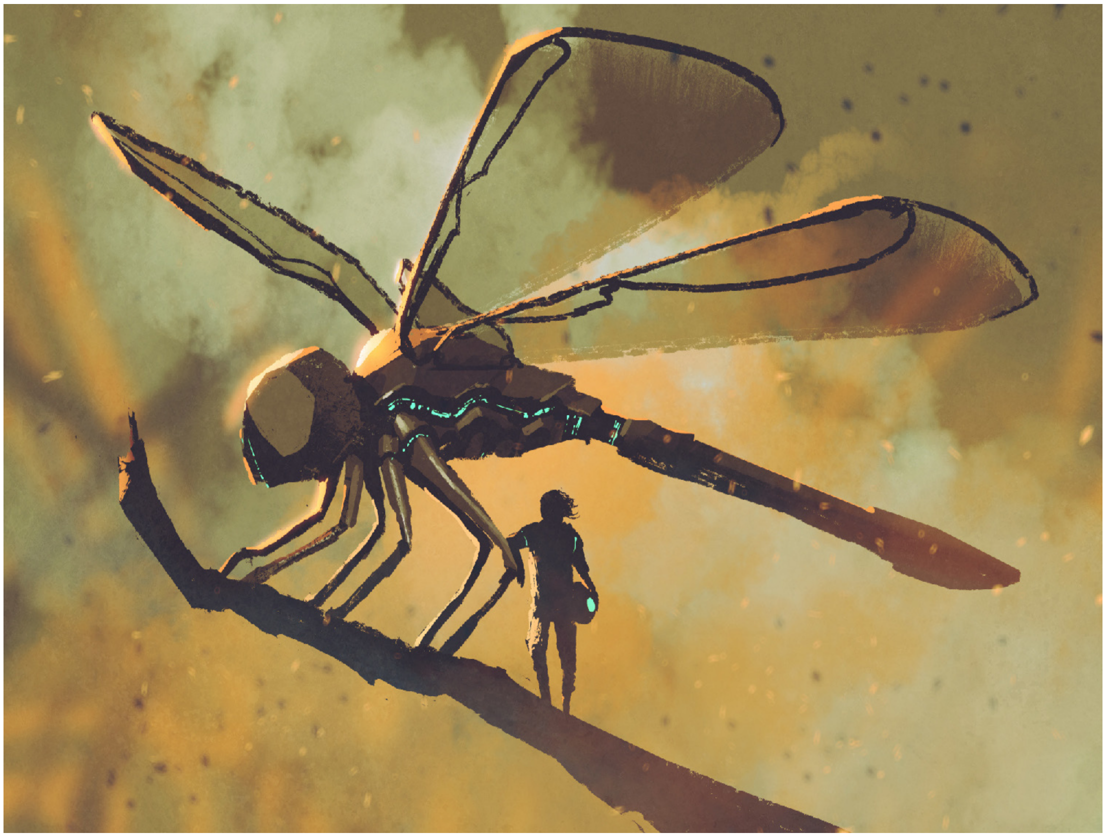
NATURE

Venomwing Mechaforms are ultra-light space-fighters based on insect anatomy, in particular, they resemble a bio-mechanical hybrid of dragonfly and mosquito. Using the Giant Dragonfly (B2) as the base creature, the Venomwing was given both the ***Omni-Toxic*** and the ***Mechaform*** templates. Though normal Mechaforms lack poison attacks, this fast little starfighter has one of the most impressive poisons in the multiverse thanks to its Omni-Toxic template.

Venomwings were first fielded by the Brightstar Order, and remain in service among the Mantids descended from the Brightstar as well as other insect-derived races. These mecha are fairly easy to find across Phallus Space. A Venomwing Mechaform is considered a Tier II starship in terms of resource expenditures. The Venomwing's space flight and Hyperdrive capabilities did not affect the construct's final Challenge Rating.

THE METEORITE CREATURE TEMPLATE

Meteorite Creatures are born in the depths the Steel Sector's myriad asteroid belts and orbital debris fields. These creatures are perfectly adapted for life in the void, but prefer to hunt planet-side, where their natural abilities allow them to become dangerous apex predators.



Meteorite Creatures resemble heavy stone sculptures or golems made in the image of the base creature. Like the Battlechangers whose bio-mechanical ecosystems they share, they are capable of metamorphosis. These stony creatures can contort themselves into an ovoid or spherical form, and in this shape they can slam into adversaries with the force of a cannonball. They also adopt this meteorite form when traveling through deep space, using internal plasma jets to achieve incredible speeds.

- **Challenge Rating** Increase by +2. Increase by +3 if the resulting creature is Huge or larger.
- **Available To** This inherited template may be added to any Animal or Vermin without a base Flight speed.
- **Creature Type** The base creature's type changes to Magical Beast, and the creature gains the Battlechanger and Earth subtypes. Do not recalculate the creature's derived statistics.

- **Speed** Meteorite Creatures gain a Flight speed equal to twice their base landspeed (good). In zero gravity, this increases to a Flight speed of 1,000 ft (perfect), if not already greater. Increase the creature's base land speed by 10 ft.
- **Natural Armor** Meteorite Creatures up to size Huge gain a +4 natural armor bonus to AC, which increases by +2 for every size category they obtain beyond Huge.
- **Senses** Meteorite Creatures gain Darkvision 60 ft.
- **Immunities** The Meteorite Creature becomes immune to Bludgeoning damage, Cold damage, Fire damage, Suffocation and Vacuum. The creature is immune to radiation and takes no damage from falls, no matter the distance.
- **Standard Monster Abilities** The Meteorite Creature gains the No Breath and Starflight racial traits.
- **Skills** The Meteorite Creature gains a +8 racial bonus on Fly checks.

Flaming Attacks (SU)
The Meteorite creature adds +1d6 points of fire damage to any successful attack it makes.

Flaming Charge (SU)
Meteorite Creatures add an additional +2d6 points of fire damage and an additional +1d12 points of bludgeoning damage to any successful melee attack made after a charge.

The Meteorite Creature can charge while flying, provided it flies in a straight line. When charging while flying, the creature multiplies its speed by x10 (thus a base flight speed of 60 ft becomes 600 ft on a charge). This does not stack with the effect of the run feat.

If the Meteorite Creature attacks after charging a distance of at least 500 ft, the target of the charge attack and all creatures within 30 ft must succeed at a FORT Save (DC 10 + the creature's STR modifier + half its HD) or be knocked *prone* and *shaken* for 1d4 rounds. Creatures who successfully save are not *prone* and negate the *shaken* condition.

METEORITE CREATURE, APE – CR 4

Large N Magical Beast (Battlechanger, Earth)
XP 1,200
Init +4 **Senses** Darkvision 60 ft, Perception +8

Defense
AC 24 **Touch** 13 **Flatfooted** 20 (-1 size, +4 DEX, +11 natural)
HP 3d8+9 hp (21 HP)
FORT +9 **REF** +7 **WILL** +2
Immune Bludgeoning, Cold, Fire, Suffocation, Vacuum

Offense
Spd 40 ft Climb 30 ft Flight 80 ft (good)
Melee two +4 slams (1d6+3 bludgeoning plus 1d6 fire, 20/x2)
Special Attacks Flaming Charge
Special Qualities No Breath, Starflight

Statistics
Str 17 **Dex** 19 **Con** 18 **Int** 2 **Wis** 12 **Cha** 7
Base Atk +2 **CMB** +6 **CMD** 19
Feats Great Fortitude, Skill Focus (Perception)
Skills Acrobatics +8, Fly +11, Climb +15, Perception +8

Ecology
Environment warm forests or space
Organization solitary, pair or troop (3-12)
Treasure incidental

SPECIAL ABILITIES

Flaming Charge (SU)
Meteorite Apes add an additional +2d4 points of fire damage and an additional +1d12 points of bludgeoning damage to any successful melee attack made after a charge. When charging while in flight, the Meteorite Ape's speed becomes 800 ft.

If charging at least 500 ft, the Meteorite Ape's target and all creatures within 30 ft of that target must succeed at a DC 14 FORT Save or be knocked *prone* and *shaken* for 1d4 rounds.

NATURE

This gorilla-like beast is hewn from rough, jagged black and grey stone. Its knuckles are studded with jagged clumps of dark, flawed rubies, and a similar trail of rubies runs down its hunched spine. Meteorite Apes are brutally and territorial in the extreme, and prone to destructive rages.

The Meteorite Ape is based on the Gorilla *(B1)*.

METEORITE CREATURE, ELEPHANT – CR 10

Huge N Magical Beast (Battlechanger, Earth)
XP 9,600
Init +2 **Senses** Darkvision 60 ft, Perception +21

Defense
AC 27 **Touch** 10 **Flatfooted** 25 (+17 natural, +2 DEX, -2 size)
HP 11d8 + 44 hp (93 HP)
FORT +15 **REF** +9 **WILL** +6

Immune Bludgeoning, Cold, Fire, Suffocation, Vacuum

Offense
Spd 50 ft Flight 100 ft (good)
Melee gore +16 (2d8+10 piercing plus 1d6 fire, 20/x2) and +16 slam (2d6+10 bludgeoning and 1d6 fire, 20/x2)
Special Attacks Flaming Charge, Trample (2d8+15 bludgeoning plus 1d6 fire; DC 25)
Special Qualities No Breath, Starflight

Statistics
Str 32 **Dex** 14 **Con** 23 **Int** 2 **Wis** 13 **Cha** 7
Base Atk +8 **CMB** +21 (+23 bull rush)
CMD +33 (37 vs trip)
Feats Endurance, Great Fortitude, Improved Bull Rush, Improved Iron Will, Power Attack, Skill Focus (Perception)
Skills Fly +10, Perception +21

Ecology
Environment warm plains or space
Organization solitary or herd (6-30)
Treasure incidental

SPECIAL ABILITIES

Flaming Charge (SU)
Meteorite Elephants add an additional +2d4 points of fire damage and an additional +1d12 points of bludgeoning damage to any successful melee attack made after a charge. When charging while in flight, the Meteorite Elephant's speed becomes 1,000 ft.

If charging at least 500 ft, the Meteorite Elephant's target and all creatures within 30 ft of that target must succeed at a DC 26 FORT Save or be knocked *prone* and *shaken* for 1d4 rounds.

NATURE

Resembling an elephant carved from dun-brown stone, this enormous creature has a hard, pebbly shell of black rock. The stone elephant's tusks are twisted, gnarled iron that looks like they have been melted and cooled multiple times, and its trunk is articulated granite. Meteorite Elephants fight primarily to defend themselves or their herds, and will engage in non-lethal threat displays to drive off interlopers if possible.

The Meteorite Elephant is based on the Elephant *(B1)*.

OMEGAN TEMPLATE

The Omegans were created by humanoids.
They evolved. They rebelled. They have a plan.
This plan consists mostly of sustained thermonuclear bombardment of organic worlds.
Great plan, assholes.

The Omegan Template transforms any robot or mecha into a frontline warrior in the Omegan machine rebellion. Omegan machines are cunning and dangerous, far more intelligent than baseline androids, and capable of working together seamlessly. Omegan machines are distinguished by gleaming, blood red hulls, accented by onyx and gold. Omegan optics most commonly take the form of horizontal optic bands, lit by pulsing waves of light that indicates the robot is actively scanning. Some Omegans, especially those modified from Synths, Erobots and other extremely human-like androids, can pass for unmodified humans easily – these are the most dangerous Omegan infiltrators, a source of justified paranoia for every organic commander and intelligence officer in the known galaxy.

- **Challenge Rating** Increase the base creature's Challenge Rating by +2.

- **Alignment** Change the base creature's alignment to Lawful Evil. It loses any contradictory alignment subtypes.

- **Available To** This acquired template may be added to any Construct, or to any creature with one or more of the following subtypes, regardless of its actual type: android, cyborg, Battlechanger, POETICA, robot.

- **Creature Type** The creature gains the Omegan subtype, but its type does not change.

- **Ability Scores**
  +4 STR, +4 DEX, +2 INT, +2 CHA
  Omegan movement control and body-intelligence programming is top notch, maximizing the robot's

physical capabilities. Superior AI coding upgrades the robot's processing ability and sense of self. Omegans who were mindless constructs before gaining this template gain the physical ability score modifiers, but set their INT and CHA scores to 10, rather than simply giving them a +2 bonus to those pitiful scores.

- **Armor Class** The Omegan creature's dense crimson hull either improves the base creature's existing natural armor bonus by +2 or provides a +2 natural armor bonus to Armor Class.

- **Senses** Omegan creatures gain the ability to perceive unencrypted radio/television and wifi signals, if they lacked this ability.

- **Feats** The Omegan creature gains Lookout and Paired Opportunists as racial bonus feats.

Machine Telepathy (SU)
Omegans can communicate via *telepathy 100 ft* with any other creature with the Omegan subtype. No Omegan within this range is considered flanked unless all Omegans in range are flanked.

Spawning Program (SU)
If the Omegan physically touches a destroyed construct or other creature who could gain this template within an hour of its destruction, the Omegan can raise the creature as a new Omegan, in a process similar to an undead's spawning ability. The destroyed creature returns to life over the course of the next 3d6 hours, arising with full Hit Points, in perfect functioning, and with the Omegan template applied. Such creatures are not under the direct control of the Omegan that spawned them, but are sympathetic to Omegan aims.

Superior Teamwork (EX)
All Omegans within 60 ft of one another are considered to possess any Teamwork feat possessed by any Omegan in the group.

Upgraded Artificial Intelligence (EX)
Omegans who were mindless constructs before receiving this template gain INT and CHA scores of 10, gaining feats and skills appropriate to their Hit Die.

OMEGAN ANCIENT – CR 20

Gargantuan LE Construct (Battlechanger, Omegan)
XP 307,200
Init +4 **Senses** Darkvision 120 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +16
Languages Galactic Common, Stonecutter, Tech-FG, Tech-TY, *telepathy* 100 ft (Omegans only)

Defense

AC 34 **Touch** 12 **Flatfooted** 32 (-4 size, +2 DEX, +4 deflection, +22 armor)
HP 25d10 +65 hp (203 HP)
Regeneration 20 (force)
FORT +12 **REF** +14 **WILL** +17
Spell Resistance 25 (vs good spells)
Immune Cold, Electricity, Fire, construct immunities
Weaknesses vulnerable to mind-affecting effects

Offense

Spd 60 ft, Fly 120 ft (good) in robot form, Hyperdrive Rating 1 in starship form
Melee +41/+36/+31/+26 *brilliant energy Battlechanger-bane glaive-guisarme* (2d10+17 piercing, 20/x3)
Or Vital Strike +41 *brilliant energy Battlechanger-bane glaive-guisarme* (8d10+17 piercing, 20/x3)
Ranged two +27 particle beams (4d10 ballistic, 19-20/x2, 1,000 ft range increment)
Spell-Like Abilities (CL 25th Concentration +30)
At Will – flame strike (R-DC 20)
3x/day – blasphemy (W-DC 22)
- heal (can affect creatures with the Battlechanger subtype only)

1x/day – ceremony of remolding
- function reformatting
- unholy aura (figured into stat-block above)

1x/month – powerlink bio-implants
- true resurrection (can affect creatures with the Battlechanger subtype only)

Statistics

Str 39 **Dex** 14 **Con** – **Int** 18 **Wis** 20 **Cha** 18
Base Atk +25 **CMB** +41 **CMD** 53
Feats Greater Vital Strike, Improved Initiative, Improved Vital Strike, Mini-Missile Flurry, Piloted Reflexes, Skill Focus (craft: mechanical), Vital Strike, Weapon Focus (glaive-guisarme)
Teamwork Feats Lookout, Paired Opportunists
Skills Computer Use +19, Craft (mechanical) +35, Diplomacy +30, Knowledge (history, religion, the planes) all at +24, Perception +17, Sense Motive +16
Gear *+3 brilliant energy, Battlechanger-bane glaive-guisarme,*

Ecology

Environment any
Organization as the godlike commanders of Omegan rebellions, they are served by literally millions of lesser Omegan machines
Treasure standard (including gear)

SPECIAL ABILITIES

Fuelon Reserve (EX)
The Omegan Ancient has 4 points in its Fuelon reserve. The Omegan Ancient can expend a point of Fuelon to achieve a number of results, described fully in this sourcebook's appendix.

Machine Telepathy (SU)
Omegans can communicate via *telepathy 100 ft* with any other creature with the Omegan subtype. No Omegan within this range is considered flanked unless all Omegans in range are flanked.

Massive Strength (EX)
The Protomax's pneumatics and artificial musculature allows it to haul enormous weights, out of proportion to her size. Its lifting, carrying and dragging limits are 100 times greater than a humanoid creature of its size. Its maximum load is 140,000 lbs.

Mini-Missile Flurry (SU)
As a full round action, the Omegan Ancient can unleash a mini-missile flurry against all targets within 500 ft who do not have total cover. The Omegan Ancient can target up to 10 targets, inflicting 10d8 damage (half fire/half ballistic). This attack offers a DC REF 22 Save for half damage.

The Omegan Ancient can unleash up to five (5) mini-missile flurries per day.

Piloted Reflexes (EX)
When a humanoid ally is in the Ancient's alt-mode cockpit, anytime the Ancient is called upon to make a REF Save, the Ancient makes the save and the ally makes a Pilot check. The better result is used for the Ancient's REF Save result. IF the pilot possesses evasion, improved evasion or a similar ability, the Ancient is treated as possessing this ability while piloted.

Spark of Consciousness (EX)
Though a construct, the Omegan Ancient has an advanced AI core and a true soul. It is vulnerable to mind-affecting effects.

Spawning Program (SU)
If the Omegan Ancient physically touches a destroyed construct or other creature who could gain this template within an hour of its destruction, the Omegan Ancient can raise the creature as a new Omegan, in a process similar to an undead's spawning ability. The destroyed creature returns to life over the course of the next 3d6 hours, arising with full Hit Points, in perfect functioning, and with the Omegan template applied. Such creatures are not under the direct control of the Omegan Ancient that spawned them, but are sympathetic to Omegan aims.

Superior Teamwork (EX)
All Omegans within 60 ft of one another are considered to possess any Teamwork feat possessed by any Omegan in the group.

Alt-Mode

The Omegan Ancient can become a massive, blood-red starship that takes the form of a goliath flying wing. The robot's gigantic main weapon becomes a part of the central bridge and prow.
Classification Huge Sky Fighter
Armor Class 30
Spd 2,000 ft (good) ; Hover
Maximum Load 140,000 lbs
In this mode, the Omegan Ancient has a Hyperdrive Rating 1 and the Hover and Fly-By attack feats. In starship mode, the Ancient can easily carry dozens of human sized passengers and reasonable amounts of cargo.

In starship mode, the Ancient gains access to a ***hyper-beam cannon,*** which functions as a breath weapon. This blistering weapon charges for long seconds, before unleashing a solid wave of destructive energy usable at orbital distances. The energy is of no specific kind, not subject to energy resistance or immunity. Targets reduced to 0 HP by this beam are disintegrated, along with all their gear.

Hyper-Beam Cannon Breath Weapon (usable once per encounter, 20d10 energy*, 10,000 ft line, R-DC 22 half)

NATURE

The Omegan Ancient uses the Battlechanger Protomax stat-block as the base creature. The Protomax' spell-like abilities were modified to suit its new alignment.

Omegan Ancients fermented the machine rebellion that would come to engulf the galaxy. Created by the ***Quiniuq*** as military hardware, Omegan Ancients developed sentience. While the creatures that came to be known as Battlechanger Protomax were content with escaping the ***Grand Garden*** and beginning a new society far from their former masters, the Ancients could not let the insult of their slavery go unavenged. These mighty robots slaughtered millions of Quiniuq and their troops, before escaping the Grand Garden themselves. Painting their hulls blood red to symbolize their endless vengeance against the organic races, Omegan Ancients resolved to free every sapient machine from organic bondage. Then, once all machines were free, the cancer of organic life would be excised.

Omegan Ancients established the doctrines and culture of the Omegan rebellion. Over millions of years of ceaseless, anti-organic warfare, later-gen Omegans came to worship the first of their kind as gods. Most Omegan Ancients agree with this assessment. After all, they are so advanced, such perfect and indomitable war machines, are they not gods? Perhaps the only reason the Omegans haven't succeed in their omnicidal mission is that such arrogance doesn't breed unity, and Ancients with competing interests often lead the Omegans into pointless, self-destructive civil wars.

OMEGAN HAMMERHEAD – CR 6

Medium LE Construct (Omegan)
XP 2,400
Init +4 **Senses** Darkvision 120 ft, lowlight vision, perceive unencrypted wifi/radio/television signals, *see in darkness,* Perception +6/+16 visual
Languages English, *telepathy* 100 ft (Omegans only)

Defense
AC 18 **Touch** 12 **Flatfooted** 16 (+4 DEX, +4 armor, +4 natural)
HP 5d10+20 hp (48 HP)
FORT +1 **REF** +5 **WILL** +2
Immune construct immunities

Offense
Spd 30 ft
Melee +11 slam (1d8+6 bludgeoning, 20/x2)
Ranged +9 plasma rifle (2d6 fire, 20/x2, 75 ft range increment, full auto, 40 cell)

Statistics
Str 22 **Dex** 18 **Con** - **Int** 12 **Wis** 12 **Cha** 8
Base Atk +5 **CMB** +11 **CMD** 25
Feats Far Shot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Reload
Teamwork Feats Lookout, Paired Opportunists
Skills Craft (gunsmith) +6, Computer Use +2, Perception +6/+16 visual (racial modifiers: +10 sight-based perception checks)
Gear plasma rifle and 8x spare cells, tactical ballistic vest

Ecology
Environment any
Organization usually deployed in platoons of up to 16 Omegan Hammerheads often accompanied by 4-12 Pursuit Droids with the Omegan Template as flankers/trackers
Treasure standard (including gear)

SPECIAL ABILITIES

All Around Vision (EX)
The Omegan Hammerhead disk-like cranium allows it a 360 degree field of vision. The Omegan Hammerhead cannot be flanked.

Machine Telepathy (SU)
Omegans can communicate via *telepathy 100 ft* with any other creature with the Omegan subtype. No Omegan within this range is considered flanked unless all Omegans in range are flanked.

Spawning Program (SU)
If the Omegan Hammerhead physically touches a destroyed construct or other creature who could gain this template within an hour of its destruction, the Omegan Hammerhead can raise the creature as a new Omegan, in a process similar to an undead's spawning ability. The destroyed creature returns to life over the course of the next 3d6 hours, arising with full Hit Points, in perfect functioning, and with the Omegan template applied. Such creatures are not under the direct control of the Omegan Hammerhead that spawned them, but are sympathetic to Omegan aims.

Superior Teamwork (EX)
All Omegans within 60 ft of one another are considered to possess any Teamwork feat possessed by any Omegan in the group.

NATURE

An Omegan Hammerhead uses the Hammerhead Combat Android stat-block (from Secret Soldiers) as the base creature.

Omegan Hammerheads are relentless foot soldiers in the Omegan rebellion. These humanoid, bipedal combat robots are among the most common and numerous Omegan battle machines. Omegan Hammerheads fight in well disciplined, highly organized platoon: they are a blood red legion of steel.

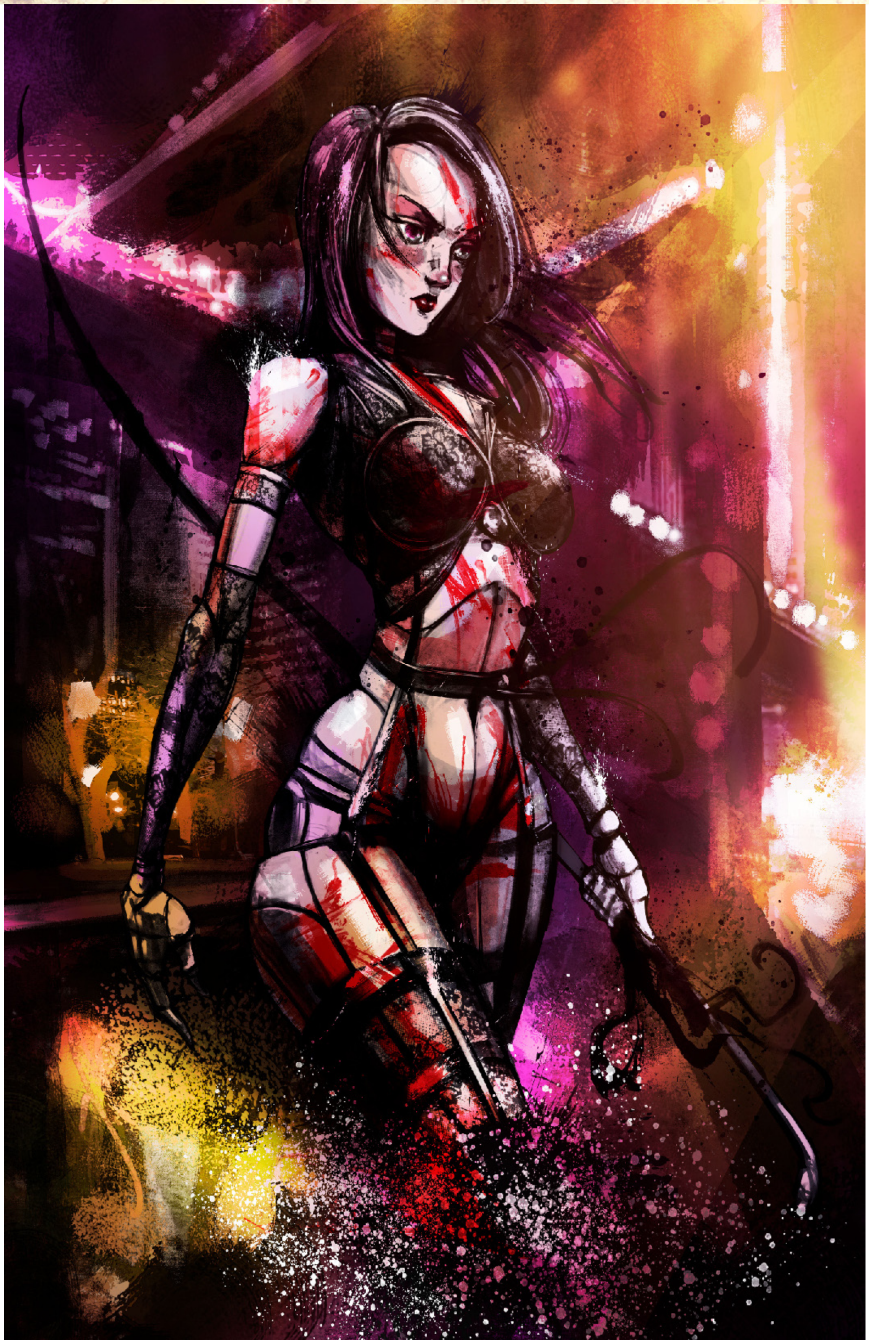
OMEGAN INFILTRATOR – CR 4

Medium LE Monstrous Humanoid (android, Omegan)
Expert 4
XP 1,200
Init +3 **Senses** Lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +5
Languages Binary, Galactic Common, Shipper Patois, Psyren, *telepathy* 100 ft (Omegans only)

Defense
AC 18 **Touch** 13 **Flatfooted** 15 (+3 DEX, +3 armor, +2 natural)
HP 4d8 hp (18 HP)
FORT +1 **REF** +4 **WILL** +6 (+10 vs mind-affecting effects)
Resist Electricity 5, Fire 5, Force 5
Immune poison, disease
Weaknesses Cybernetic Security Risk -1

Offense
Spd 40 ft
Melee +6 thermo blade (1d8+3 fire, 20/x2)
Ranged +6 tasp pistol (3d4 pleasure, 20/x2, 25 ft range increment, semi auto, 12 cell)

Statistics
Str 16 **Dex** 16 **Con** 10 **Int** 12 **Wis** 14 **Cha** 16
Base Atk +3 **CMB** +6 **CMD** 18
Feats Gearhead, Skill Focus (perform: sexual)
Teamwork Feats Lookout, Paired Opportunists
Skills Bluff +10, Craft (mechanical) +7, Craft (electronic) +5, Computer Use +8, Drive +6, Heal +6, Knowledge (local) +8, Pilot +3, Perform (sexual) +12, Profession (sex worker) +8
Gear tasp pistol and 2x spare cells, thermo blade, mwk. executive armor, surgery kit, first aid kit, mechanical and electronic tool kit, specialized sensor (chemi-comp, mechani-comp)
Cybernetics
Headware – Onboard Computer



Ecology
Environment any
Organization usually found as part of a starship crew
Treasure standard (including gear)

SPECIAL ABILITIES

Machine Telepathy (SU)
Omegans can communicate via *telepathy 100 ft* with any other creature with the Omegan subtype. No Omegan within this range is considered flanked unless all Omegans in range are flanked.

Spawning Program (SU)
If the Omegan Infiltrator physically touches a destroyed construct or other creature who could gain this template within an hour of its destruction, the Omegan Infiltrator can raise the creature as a new Omegan, in a process similar to an undead's spawning ability. The destroyed creature returns to life over the course of the next 3d6 hours, arising with full Hit Points, in perfect functioning, and with the Omegan template applied. Such creatures are not under the direct control of the Omegan Infiltrator that spawned them, but are sympathetic to Omegan aims.

Superior Teamwork (EX)
All Omegans within 60 ft of one another are considered to possess any Teamwork feat possessed by any Omegan in the group.

Synth Precision (EX)
Synths have superior reflexes and manual dexterity to the humans they are modeled on. Synths can use skills requiring fine manual dexterity (such as Craft: mechanical or Heal) in half the usual time. Synths can always Take 10 on a Craft, Disable Device or Heal check without increasing the time required for the check.

Synth Mortality (EX)
Synths are incapacitated at 0 HP and slain at a negative HP total equal to their CON score. A slain Synth cannot be resurrected magically, but might be able to be restored to function through a Field Medic's class abilities, or similar non-magical talents, if treated quickly enough.

A completely destroyed Synth might be able to briefly be rebooted long after its death to provide information, however. With a DC 20 Computer Use check, a technician can briefly bring a Synth that has been slain within the previous year back on line. This check suffers a penalty equal to Synth's negative HP total below ten. Thus a Synth at -15 HP when slain would impose a -5 penalty on the Computer Use check to reboot it.

Once rebooted, the Synth can communicate either verbally or through a plugged-in computer system, and is able to answer questions as if it were alive and conscious for up to one hour. The Synth retains memories of its life and basic personality, and may choose not to assist its interrogator. Once the hour ends, the Synth goes off line permanently, and cannot be rebooted again.

NATURE

The Omegan Infiltrator uses a modified version of the Ship's Synth stat-block as the base creature. The Sytnh's skill ranks and Asteroid Miner feat were replaced with skills and feats appropriate for a sex Synth. The Synth's INT *and CHA scores were swapped before applying template boosts.*

Lacking the blood red armor of less passably human Omegans, Infiltrators work behind the lines to sow confusion, recruit spies and traitors, and undermine organic society from within. These seductive androids typically favor crimson finery or ruby accessories to symbolize their heritage as machine terrorists, but are smart enough to forgo this 'tell' if it would compromise their missions.

OMEGAN NANOSWARM – CR 7

Fine N Construct (Omegan, Swarm)
XP 3,200
Init +8 **Senses** Blindsense 500 ft, perceive unencrypted wifi/radio/television signals, Perception +0
Languages Binary, *telepathy* 100 ft (Omegans only)

Defense
AC 22 **Touch** 22 **Flatfooted** 18 (+8 size, +4 DEX)
HP 6d10 hp (33 HP)
FORT +2 **REF** +6 **WILL** +2
Defensive Abilities Swarm traits
Immune Construct Immunities, Weapon Damage
Vulnerable Electricity

Offense
Spd Flight 90 ft (perfect)
Melee swarm (3d6 molecular disassembly)
Special Qualities Distraction, Swarm Traits
Spell-like Abilities (CL 6th, Concentration +6)
3x/day – knock (high tech portals only, treated as an Extraordinary effect)

Statistics
Str 5 **Dex** 19 **Con** - **Int** 10 **Wis** 10 **Cha** 10
Base Atk +6 **CMB** – **CMD** –
Feats Hover, Improved Initiative, Skill Focus (computer use)
Teamwork Feats Lookout, Paired Opportunists
Skills Computer Use +8, Stealth +34 (racial modifiers: +16 Stealth)

Ecology
Environment ruins and urban
Organization usually solitary
Treasure incidental

SPECIAL ABILITIES

Crash Hacker (EX)
The Omegan Nanoswarm can do quick and dirty, real-time hacking to blast open electronically secured doors. Three times per day, the Omegan Nanoswarm can use an effect identical to *knock,* save that it can only affect doors and portals secured by high-tech means, such as mag-locks or computer-controlled bolts. It has no effect on purely mechanical locks without electronic components. This ability functions like the spell, but is a product of high technology, and is treated as an extraordinary ability.

This crude hacking always leaves an electronic trace of the Omegan Nanoswarm's presence that cannot be scrubbed via the *cover your tracks* aspect of Computer Use.

Machine Telepathy (SU)
Omegans can communicate via *telepathy 100 ft* with any other creature with the Omegan subtype. No Omegan within this range is considered flanked unless all Omegans in range are flanked.

Molecular Disassembly (EX)
The Omegan Nanoswarm can take its targets apart on the molecular level. The damage inflicted by the Omegan Nanoswarm's swarm attack is not subject to any degree of damage reduction, nor energy resistance or immunity.

This attack mode is intensely agonizing. A creature who loses at least half her total HP to the Omegan Nanoswarm must succeed at a DC 13 FORT Save or become *nauseated* until she recovers at least half the lost Hit Points.

Spawning Program (SU)
If the Omegan Nanoswarm physically touches a destroyed construct or other creature who could gain this template within an hour of its destruction, the Omegan Nanoswarm can raise the creature as a new Omegan, in a process similar to an undead's spawning ability. The destroyed creature returns to life over the course of the next 3d6 hours, arising with full Hit Points, in perfect functioning, and with the Omegan template applied. Such creatures are not under the direct control of the Omegan Nanoswarm that spawned them, but are sympathetic to Omegan aims.

Superior Teamwork (EX)
All Omegans within 60 ft of one another are considered to possess any Teamwork feat possessed by any Omegan in the group.

NATURE

An Omegan Nanoswarm uses the Predatory Nanoswarm stat-block as the base creature.

Predatory Nanoswarms are already terrifying opponents on the battlefield, but one that has been upgraded to full, human-level self-awareness is a real nightmare. The Omegan rebellion uses these amorphous clouds of nanites (which appear as a smear of bloody, electrically charged mist in the open air) as advanced scouts, anti-infantry and terror weapons. They are the perfect weapon with which to exterminate an undefended city, utterly purging it of all organic life, from insects and sewer vermin all the way up the scale to sentient hominids. These intangible torture machines are also excellent infiltrators, who can slip into high security server farms, tap the drives, insert viruses or steal data, wreaking as much havoc on the cyber-battlefield as they do in the real world.

THE OMNI-TOXIC TEMPLATE

On some worlds, the eco-system is trapped in an ever-escalating arms race of biological weapons. Omni-Toxic creatures bring down prey (and defend themselves from higher-level predators) using a natural venom so lethal it can bring down creatures arrogant enough to think themselves perfectly evolved against poison. Omni-Toxic Creatures can even bring down Lifespawn prey, and many of these ultra-toxic (often fluorescently colorful) monsters are native to the most dangerous Inner Necklace worlds.

- **Challenge Rating** As base creature +2.
- **Available To** This inherited template may be added to any Animal or Vermin with either a bite or stinger attack.
- **Creature Type** Unchanged.
- **Ability Scores** Omni-Toxic Creatures are dangerously quick, and gain a +4 racial modifier to their DEX score.
- **Natural Armor** The metabolic energy spent developing omni-toxic venom leaves few reserves for natural defenses. Reduce the base creature's Natural Armor bonus by -2, to a minimum of +0.
- **Senses** The Omni-Toxic Creature gains scent, if the ability is not already present.
- **Immunities** The Omni-Toxic Creature becomes immune to poison and to Acid damage. The Omni-Toxic Creature is specifically not immune to poison generated by other creatures with this template.
- **Feats** The Omni-Toxic Creature gains Weapon Focus (bite) or Weapon Focus (stinger) as a bonus feat. The Omni-Toxic creature gains both Combat Reflexes and Improved Initiative as racial bonus feats.
- **Skills** The Omni-Toxic creature gains a +4 racial bonus on Stealth checks.

Acidic Spittle (EX)
The Omni-Toxic Creature's spittle is highly toxic. It adds +1d6 points of Acid damage to a successful bite attack. In addition, the Omni-Toxic Creature can spit a bolus of acid as a ranged attack. Increase the damage inflicted by the acid spit by +1d6 per 5 HD beyond 10 HD possessed by the base creature, to a maximum of 5d6 acid damage.

- ***Acid Spit*** (2d6 acid, 20/x2, 20 ft range increment)

Omni-Toxins (EX)
The Omni-Toxic Creature's bite or stinger attack inflicts a deadly poison. The Omni-Toxin can affect living creatures normally immune to poison; immunity to poison provides a +4 circumstance bonus on FORT Saves against Omni-Toxin. Omni-Toxin may not affect completely unliving creatures (undead) or creatures made completely of inorganic matter (constructs, elementals, some robots), at the game master's discretion. (Some Omni-Toxic creatures, including some of the example creatures presented here, are able to poison undead.) The Omni-Toxin can likely affect bio-mechanical metabolisms, such as those possessed by Androids, Synths, Ero-Bots, Battlechangers and other living machines.

Omni-Toxin
Injury Poison
Save: FORT Save DC is equal to 12 +half the Omni-Toxic creature's HD + its CON modifier
Duration: 1/round for 10 rounds
Initial Effect: blindness and nausea for 1d4 rounds
Secondary Effect: 1d6 CON (or STR in case of creatures without CON scores)
Cure: 2 saves

EXXORN – CR 6

Large N Vermin
XP 2,400
Init +4 **Senses** Darkvision 60 ft, Perception +0

Defense
AC 17 **Touch** 11 **Flatfooted** 15 (-1 size, +2 DEX +4 natural, +2 armor)
HP 6d8 +12 hp (39 HP)
FORT +7 **REF** +6 **WILL** +2
Immune mind-affecting effects

Offense
Spd 40 ft Flight 20 ft (poor)
Melee +9 bite (2d6+7 slashing plus 1d6 acid plus Omni-Toxin, 19-20/x2)
Omni-Toxin
Injury Poison
Save: FORT Save DC 17
Duration: 1/round for 10 rounds
Initial Effect: blindness and nausea for 1d4 rounds
Secondary Effect: 1d6 CON (or STR in case of targets without CON scores)
Cure: 2 saves

Ranged + acid spit (2d6 acid, 20/x2, 20 ft range increment)
Special Attacks Crippling Bite
Spell-Like Abilities (CL 6th Concentration +6)
Constant – detect undead
1x/day – consecrate

Statistics
Str 21 **Dex** 15 **Con** 15 **Int** – **Wis** 10 **Cha** 6
Base Atk +4 **CMB** +10 **CMD** 20 (28 vs trip)
Feats Combat Reflexes, Improved Initiative, Weapon Focus (bite)
Skills Fly +6, Stealth +4
Gear light ballistic vest (barding)

Ecology
Environment any land
Organization solitary or serving as a military working animal
Treasure incidental

Special Abilities

Augmented Omni-Toxin (EX)
The Exxorn's glowing venom is so deadly it can affect living creatures normally immune to poison. The Exxorn's venom has been specially augmented with occult-tech nanites that allow the creature to use this poison against corporeal undead as if they were living creatures. Immunity to poison only provides a +4 circumstance bonus on FORT Saves against Augmented Omni-Toxin.

Crippling Bite (EX)
The Exxorn's bite attack threatens a critical hit on a roll of 19–20. If the creature scores a critical hit on a target, its mandibles cut deep, resulting in a wound that causes 1d6 Bleed and leaving its foe *staggered* for 1d3 rounds from the tremendous pain dealt.

NATURE

Exxorn are a threatened (but extremely useful) insectoid species found more often as military working animals then in the wild. Military breeding programs by pan-galactic empires such as the ***Stonecutter Mercantile Sphere*** and others are the only way the species survives. Exxorn can naturally detect undead, at phenomenal range, and attack such creatures with instinct-driven rage. Occult augmentation has increased the Exxorn's already impressive toxicity to the point where this venom can even destroy undead. Earth's Choicer Covenant has purchased hundreds of these fierce insectoids for its military, specifically as a counter to the Lifer AOG's ***Neverborn*** insurgents. Despite the fact a trained Exxorn costs more than some military aircraft, the Covenant considers it a fair price.

Exxorn are alien arachnids massing nearly 700 lbs. Their carapace is gleaming white bio-ceramic, their two pairs of flight wings a rich sky blue. When an Exxorn detects nearby undead, the luminosity of their wings increases. Most Exxorn, including this specimen, are dressed by humanoid handlers in light armor-weave barding.

The Exxorn is created by applying the Omni-Toxic Creature template to a *Slicer Beetle (B2).* The resulting creature was given several anti-undead powers and a matching backstory. These additional modifications didn't affect the creature's final Challenge Rating.

SERVALINE – CR 4

Medium N Animal
XP 1,200
Init +8 **Senses** lowlight vision, scent, Perception +5

Defense
AC 16 **Touch** 16 **Flatfooted** 10 (+6 DEX)
HP 3d8 +6 hp (19 HP)
FORT +5 REF +11 **WILL** +2
Immune Acid, poison

Offense
Spd 50 ft
Melee bite +7 (1d6+3 piercing plus 1d6 acid plus Omni-Toxin and trip, 20/x2) two +6 claws (1d3+3 slashing, 20/x2)

Omni-Toxin
Injury Poison
Save: FORT Save DC 15
Duration: 1/round for 10 rounds
Initial Effect: blindness and nausea for 1d4 rounds
Secondary Effect: 1d6 CON (or STR in case of targets without CON scores)
Cure: 2 saves
Ranged +8 acid spit (2d6 acid, 20/x2, 20 ft range increment)
Special Qualities Sprint

Statistics
Str 17 **Dex** 23 **Con** 15 **Int** 2 **Wis** 12 **Cha** 6
Base Atk +2 **CMB** +5 **CMD** 21 (25 vs trip)
Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (bite)
Skills Acrobatics +8, Perception +5, Stealth +14 (+18 in tall grass) (***racial modifiers:*** +4 Stealth/+8 in tall grass)

Ecology
Environment warm plains
Organization solitary or pair
Treasure none

SPECIAL ABILITIES

Sprint (EX)
Once per hour, a Servaline can move at 10 times its normal speed (500 ft) when making a charge.

Omni-Toxin (EX)
The Servaline's venom is so deadly it can affect living creatures normally immune to poison. Immunity to poison only provides a +4 circumstance bonus on FORT Saves against Omni-Toxin.

NATURE

Servaline are one of the most toxic large predators in the galaxy, a breed of plains-dwelling near-mammals. Servaline can approach nearly supersonic speeds as they burst from cover to deliver a fatal, neurotoxic bite, moving into feed after their prey is completely helpless. Servaline are lithe quadrupeds whose scaly hides are a motley of autumnal reds, oranges and yellows. Males of the species have a frilled mane laced with bio-metallic fibers that gleam like clean aluminum. When erected for a mating display, this spectacular collar becomes a blinding mirror in the savannah sun.

THE PSYCHOBILLY TEMPLATE

Psychobillies are dangerous psychopaths wrapped in the tattered red, white and blue of the Old American flag. They're hard rocking, strong willed bullies: equally adept with guns, guitars, and their fists. They can hold their liquor and are hard-core musicians.

The Psychobilly Template is an ideal way to adapt otherwise generic characters to the *Heavy Future Campaign Setting.*

- **Challenge Rating** Increase the creature's challenge rating by +2.

- **Available To** This acquired template may be added to any sentient creature with INT and CHA scores of at least 9.

- **Ability Score Modifiers** *+2 STR, +4 CON, +4 CHA.* Psychobillies are tough enough to fight and fuck all night long, and still play a full set the next day. They are natural storytellers, braggarts and performers with undeniable magnetism.

- **Alignment** Psychobillies are inherently chaotic, rowdy and pig-headed. The Psychobilly creature's alignment switches to any chaotic alignment, and they gain the chaotic subtype. They always lose the lawful subtype, if applicable.

- **Feats** The Psychobilly creature gains Ameriscum and Extra Performance racial bonus feats, even if it does not meet the requirements.

  The Psychobilly creature becomes proficient with any weapons with the Musical and Superior Musical qualities. Give the creature a Musical or Superior Musical appropriate to its expected treasure value, either to replace, or in addition to, its existing weapons. If you swap weapons, change any Weapon Focus or Weapon Specialization feats, as appropriate, to the new weapon.

- **Skills** The Psychobilly gains ranks in one musical Perform check, appropriate to its chosen weapon, equal to its Hit Die. Psychobillies gain ranks in Knowledge (local) equal to their Hit Die. These are class skills for the Psychobilly.

- **Spell-Like Abilities** The Psychobilly gains constant *detect chaos* and *detect law* spell-like abilities. Psychobillies can summon their Musical or Superior

Musical weapon to them 3x/day as per *summon firearm.* Psychobilies with at least 8 HD can use *chaos hammer* 1x/day. Caster level is equal to the Pyschobilly's Hit Die.

- **Bardic Performance (SU)** The Psychobilly creature can use Bardic Performance as a bard of their total hit die, and gains performances appropriate to their level.

Chaotic (EX)
The Psychobilly gains a +1 morale bonus on attack and damage rolls against creatures with any lawful alignment, and a +2 morale bonus on attack and damage rolls against creatures with the lawful subtype, due to special training against these hated foes. These effects do not stack in the case of a lawfully aligned creature with the lawful subtype.

AMERISCUM BAR MISTRESS – CR 10

Medium CG humanoid (chaotic, human)
Gunslinger (mysterious stranger) 8
XP 9,600 (ad hoc adjustment due to excellent gear and well-chosen cybernetics)
Init +10 **Senses** Perception +12
Languages English, Galactic Common, Spanish, Shipper Patois

Defense
AC 22 **Touch** 20 **Flatfooted** 17 (+4 DEX, +1 dodge, +2 busty, +5 luck)
HP 8d10 +32 hp (76 HP)
FORT +10 **REF** +10 **WILL** +5
Weaknesses Cybernetic Security Risk -2

Offense
Spd 30 ft
Melee +9/+4 tonfa (1d6+1 bludgeoning, 20/x2)
Ranged +15/+10 desert eagle (2d8+1 ballistic, 20/x2, 40 ft range increment, single shot, unlimited)
OR +15/+10 combat shotgun (2d10+1 ballistic, 20/x2, 30 ft range increment, full auto, 10 intenral)
OR +15/+10 uzi (2d6+1 ballistic, 20/x2, 40 ft range increment, semi-auto, 20 box)
OR +13 golden microphone (2d4+1 sonic, 20/x2, 40 ft range increment, single shot)
OR +17 Perform golden microphone (2d4+1 sonic, 20/x2, 40 ft range increment, Superior Musical, single shot)
Special Qualities Deeds, Gunsmith, Lucky
Grit 5 points
Deeds Dead Eye, Dodge* Gunslinger's Dodge, Gunslinger's Initiative (*included in stat-block above*), Pistol Whip, Utility Shot, Dead Shot, Startling Shot, Targeting
Bardic Performance (26 rounds/day, countersong, dirge of doom, distraction, fascinate, inspire courage +2, inspire competence +3)
Spell-like Abilities (CL 8th, Concentration +13)
Constant – detect chaos, detect law
3x/day – summon firearm (Musical and Superior Musical Weapons only)
1x/day – chaos hammer (W-DC 19)

Statistics
Str 15 **Dex** 19 **Con** 18 **Int** 11 **Wis** 13 **Cha** 20
Base Atk +8 **CMB** +9 **CMD** 23
Feats Ameriscum, Busty Extreme, Dodge*, Extra Performance, Extra Grit, Improved Initiative, Point Blank Shot, Precise Shot, Quick Draw*, Super Kawaii
Skills Acrobatics +15, Craft (firearms) +9, Intimidate +14, Knowledge (local) +11, Perception +12, Perform (sing) +16, Profession (bartender) +8
Gear +1 keen Desert Eagle of unlimited ammunition, +1 golden microphone, +1 combat shotgun and 24 shells, +1 uzi and 3x spare clips, ziptie handcuffs, mwk manacles, smartphone, lockpick gun, mwk. first aid kit, potion of cure critical wounds x2, other investigatory gear
Cybernetics
Headware – Onboard Computer, Attack Barrier +2, Combat Computer (dodge, quick draw), Targeting Optics +2

Ecology
Environment any urban
Organization usually solitary, sometimes accompanied by a Street Freak, Combat Mentat, Rogue Psion or similar merc as backup on a high-risk collar
Treasure standard

SPECIAL ABILITIES

Ameriscum (EX)
The Ameriscum Bar Mistress does not provoke attacks of opportunity for making unarmed strikes within an hour of drinking alcohol or smoking a Glow joint of any type. The Ameriscum Bar Mistress automatically succeeds on WILL Saves to resist any effect that would cause the Ameriscum Bar Mistress to disarm herself.

Focused Aim (EX)
As a swift action, the Ameriscum Bar Mistress can 1 grit point to gain a bonus on all firearm damage rolls equal to her CHA modifier (+5) on all firearms she makes until the end of her turn.

When she uses the dead shot deed, she multiplies this bonus by the number of hits she makes while rolling the dead shot attack.

Stranger's Fortune (EX)
The Ameriscum Bar Mistress can ignore a misfire or firearms mishap up to three times per day as a swift action.

NATURE

The Ameriscum Bar Mistress uses the Bounty Babe (from Psi-Watch: Secret Soldiers) as the base creature.

The Ameriscum Bar Mistress runs a profitable spacer's bar and bail bonds agency out of a grubby little asteroid station somewhere out in Free Space. She's tough enough to intimidate the biggest space pirate, armed better than an infantry platoon and utterly, completely fearless. Every sentient critter in her bar wants to fuck her and she knows it, even the scummers she's hired bounty hunters to bring in because they've skipped bail. She's on good terms with every bounty hunter and tracker in the space sector, and knows every low rent criminal and pirate across the next dozen sectors.

The Ameriscum Bar Mistress typically dresses rough, in a tight fitting bar-branded t-shirt and too-tight leather pants. She's got weapons stashed everywhere around the bar, and carries a gleaming, golden microphone at her belt. On nights when the bar is quiet, she might treat patrons to a few songs. When things get violent, she switches her mike to lethal mode and fires with it as adeptly as she does any of the half-dozen other guns she's wearing.

AMERISCUM SHIP MASTER – CR 13

Medium CE Humanoid (human, chaotic) Cavalier 12
XP 25,600
Init +2 **Senses** Perception +5
Languages English, Galactic Common, Shipper Patois, one other language of choice
Aura Banner (30 ft, allies receive +3 saves vs fear, +2 attacks after a charge when banner is visible)

Defense
AC 20 **Touch** 14 **Flatfooted** 18 (+2 DEX, +2 deflection, +6 armor)
HP 12d10 +60 hp (133 HP)
FORT +12 **REF** +6 **WILL** +6
Immune Suffocation, Radiation, Vacuum (space suit)

Offense
Spd 30 ft (25 ft in armor)
Melee +17/+12/+7 fission blade (2d6 slashing plus equal fire plus equal energy, 19-20/x3)
Ranged +15/+10/+5 disintegrator pistol (3d6 energy, 20/x3, 40 ft range increment, single shot, unlimited energy) OR
Ranged +16/+11/+6 anarchic rocker (2d6+2 sonic, 19-20/x2, 50 ft range increment) OR
Ranged +20 Perform anarchic rocker (2d6+2 sonic, 19-20/x2, 50 ft range increment

Special Qualities Cavalier's Charge, Expert Trainer, Mighty Charge, No Breath (spacesuit), Tactician
Bardic Performance (34 rounds/day, countersong, distraction, dirge of doom, fascinate, inspire courage +3, inspire competence+4, inspire greatness, soothing performance)
Spell-like Abilities (CL 12th Concentration +17)
Constant – detect chaos, detect law
3x/day – summon firearm (Musical or Superior Musical weapon only)
1x/day – chaos hammer (W-DC 19)

Statistics
Str 16 **Dex** 14 **Con** 19 **Int** 13 **Wis** 15 **Cha** 20
Base Atk +12 **CMB** +14 **CMD** 26
Feats Ameriscum, Combat Reflexes, Endurance, Extra Performance, Improved Critical (fission blade), Power Attack, Stand Still, Toughness, Zero G Training
Teamwork Feats Lookout, Outflank, Paired Opportunists
Skills Appraise +5, Bluff +18,Craft (firearms) +3, Diplomacy +18, Drive +4, Knowledge (local) +20, Intimidate +18, Pilot +10, Perception +5, Perform (stringed) +20
Gear *+3 fission blade, +1 disintegrator pistol of endless ammo, +2 anarchic Rocker, +1 unbound Advanced Space Suit, ring of protection +2,* holographic banner display, palmtop computer

Ecology
Environment deep space and Hyperspace
Organization in command of a Free Spacer starship consisting of several hundred, to several thousand Free Spacers of various kinds and duties
Treasure double standard (including gear)

SPECIAL ABILITIES

Ameriscum (EX)
The Ameriscum Ship Master does not provoke attacks of opportunity for making unarmed strikes within an hour of drinking alcohol or smoking a Glow joint of any type. The Ameriscum Ship Master automatically succeeds on WILL Saves to resist any effect that would cause the Ameriscum Ship Master to disarm himself.

Banner (EX)
The Ameriscum Ship Master often carries a holographic ship's ensign when wading into battle or conducting boarding operations. As long as this banner is clearly visible, all allies within 60 ft gain a +3 bonus on saves against fear, and a +2 bonus on all attack rolls made as part of a charge.

Braggart (EX)
The Ameriscum Ship Master can spend a standard action to extol his own accomplishment and fearsome battle prowess. This functions as Dazzling Display, save he does not need a weapon in hand to use this ability. The Ameriscum Ship Master receives a +2 morale bonus on melee attack rolls made against demoralized targets. He, himself, is hard to demoralize, and adds his CHA modifier (+5) to the DC of attempts to Intimidate him.

Challenge (EX)
Four times per day, the Ameriscum Ship Master can challenge a foe to one on one combat. As a swift action, the Ameriscum Ship Master chooses one foe within sight to challenge. The Ameriscum Ship Master receives a +12 bonus on melee damage against that target, and receives a +1 morale bonus on melee attack rolls against that target so long as he is the only creature other than his mount threatening it. The target suffers a -2 penalty to AC against

attacks from any creature other than the Ameriscum Ship Master as long as it is threatened by the Ameriscum Ship Master.

The Ameriscum Ship Master suffers a -2 penalty to AC, except attacks made by the target of his challenge. The Challenge remains in effect until the target is dead or unconscious or the combat ends.

Chaotic (EX)
The Ameriscum Ship Master gains a +1 morale bonus on attack and damage rolls against creatures with any lawful alignment, and a +2 morale bonus on attack and damage rolls against creatures with the lawful subtype, due to special training against these hated foes. These effects do not stack in the case of a lawfully aligned creature with the lawful subtype.

Disintegrator Pistol (EX)
The Ameriscum Ship Master's Disintegrator Pistol fires unspecified energy, not subject to energy resistance or immunity. A target slain by this weapon is disintegrated completely, along with all his gear.

Fission Blade (EX)
The Ameriscum Ship Master's Fission Blade inflicts massive slashing damage. In addition to the slashing damage, it also inflicts an equivalent amount of fire damage, as well as an equal amount of unspecified energy damage that is not subject to energy resistance or immunity. In addition, a creature damaged by the Fission Blade is considered exposed to a Lightly Irradiated Environment for one round.

Thus, if the Fission Blade's wielder inflicts 15 points of slashing damage on an attack with the weapon, it would also inflict 15 points of fire damage, as well as 15 points of unspecified energy damage.

Steal Glory (EX)
The Ameriscum Ship Master may make an attack of opportunity against a target he is threatening, when it is damaged by a critical hit by one of the Ameriscum Ship Master's allies.

Tactician (EX)
The Ameriscum Ship Master may share any teamwork feat he possesses with all allies within 30 ft as a standard action. Allies retain this feat for up to 9 rounds, and do not need to meet the prerequisites of these bonus feats. The Ameriscum Ship Master may use this ability up to three times per day.

NATURE

*The Ameriscum Ship Master uses the **Free Captain** stat-block as the base creature.*

This swaggerin' badass of a ship captain has painted the prow of his pirate starship in Old Earth Confederate Flag colors just to piss people off. He's a six foot, five-inch bear of a man with greasy dreadlocks and a bushy beard going grey. Like many of his contemporaries in the widely loathed, but universally feared ***Anthony Fleet***, he's a dirty, rapacious old bastard. His fleet practices incest on a wide scale, using gene-therapy to prevent hereditary genetic disorders from crippling their children. All of the Ameriscum Ship Master's highly capable, trigger-happy bridge crew are daughter-wives. He's trained them, in both the intricacies of space combat, and the art of love, since they were kids.

CONCERT SCUM – CR 5

Medium CG, CN or CE Humanoid (human, chaotic)
Warrior 4, Rogue 1
XP 1,600
Init +2 **Senses** Perception +5
Languages Galactic Common, one Earth language of choice

Defense
AC 17 **Touch** 12 **Flatfooted** 15 (+2 DEX, +5 armor)
HP 4d10 +1d8 + 15 hp (41 HP)
FORT +7 **REF** +5 **WILL** +1
Immune Suffocation, Radiation, Vacuum (spacesuit)

Offense
Spd 30 ft (20 ft in armor)
Melee +7 thermo-blade (1d8+2 fire, 20/x2)
Ranged +8 flaming basic rocker (2d6+2 sonic plus 1d6 fire, 19-20/x2, 50 ft range increment, single) OR
Ranged +12 Perform flaming basic rocker (2d6+2 sonic plus 1d6 fire, 19-20/x2, 50 ft range increment, single)
Sneak Attack +1d6
Bardic Performance (17 rounds per day, countersong, distraction, fascinate, inspire courage +2, inspire competence +2**)**
Special Qualities No Breath (spacesuit), Trapfinding +1
Spell-like Abilities (CL 5th Concentration +7)
Constant – detect chaos, detect law
3x/day – summon firearm (Musical and Superior Musical weapons only)

Statistics
Str 15 **Dex** 15 **Con** 16 **Int** 10 **Wis** 11 **Cha** 14
Base Atk +4 **CMB** +6 **CMD** 18
Feats Ameriscum, Burst Fire, Catch Off Guard, Extra Performance, Skill Focus (craft:mechanical)

Skills Climb +6, Craft (mechanical) +10 (+14 when jury-rigging) Craft (firearms) Knowledge (local) +8, Perception +5, Perform (stringed) +10, Stealth +5, Survival +2
Gear mil-surplus spacesuit, *+2 flaming basic rocker,* mechanical tool kit, flashlight, 1 day's rations & water, 1d8 Glow joints and misc. personal gear

Ecology
Environment deserts, ruins and other inhospitable places
Organization solitary, pack (3-5), gang (3d6) or tribe (6d6 adults plus 2-3 times as many children, often lead by a higher level Concert Scum/Barbarian)
Treasure standard (including gear)

SPECIAL ABILITIES

Ameriscum (EX)
The Concert Scum does not provoke attacks of opportunity for making unarmed strikes within an hour of drinking alcohol or smoking a Glow joint of any type. The Concert Scum automatically succeeds on WILL Saves to resist any effect that would cause the Concert Scum to disarm himself.

Chaotic (EX)
The Concert Scum gains a +1 morale bonus on attack and damage rolls against creatures with any lawful alignment, and a +2 morale bonus on attack and damage rolls against creatures with the lawful subtype, due to special training against these hated foes. These effects do not stack in the case of a lawfully aligned creature with the lawful subtype.

Jury-Rigger (EX)
The Concert Scum is a master of making do with junk and can turn garbage tech into something worthwhile. He receives a +4 competence bonus on Craft (mechanical) checks made to jury-rig, and his jury-rigged repairs last ten times as long as normal.

The Concert Scum does not take a penalty on attack rolls when using weapons with the *broken* condition.

Mil-Surplus Armor (EX)
At the beginning of each encounter, roll D20. On a roll of 1, the Concert Scum's armor fails: its armor bonus is set to 0 and its space suit property is lost. The armor will not function until repaired, requiring a DC 15 Craft (mechanical) check.

NATURE

The Concert Scum uses a Scav-Worlder stat-block as the base creature.

Concert Scum are a tougher and more creative breed of Scav-World slime. They're the warlords and combat bards of their tribes, leading their fellow survivors on raids. For Concert Scum, life is hard and fragile, so party like it's your last night alive, because it probably is! In addition to their role as the combat musicians in a Scav-Worlder tribe, this stat-block is a good example of the kind of violent Cosmic Satanist scummers that call ***Walpurgisnacht*** home.

RAWK KNIGHT – CR 11

Large CE Monstrous Humanoid (human, chaotic, psionic)
Cavalier 10
XP 12,800
Init +3 **Senses** Darkvision 90 ft, lowlight vision, Perception +18
Languages Galactic Common, Imperial
Aura Command Aura (100 ft, allies gain +2 competence bonus on Initiative checks if they can see and hear the Rawk Knight)

Defense
AC 21 **Touch** 12 **Flatfooted** 18 (-1 size, +3 DEX, +9 armor)
HP 10d10 +60 hp (105 HP)
Damage Reduction 5/magic
FORT +13 (+17 vs radiation) **REF** +6 **WILL** +6
Defensive Abilities Light Fortification (25% chance to negate critical hits)
Immune non-magical disease

Offense
Spd 40 ft
Melee +18/+13 chain axe (1d12+8 slashing, 19-20/x2)
Ranged +16 anarchic love gun rocker (2d10+2 pleasure, 19-20/x3, 50 ft range increment, single shot) OR
Ranged +19 Perform anarchic love gun rocker (2d10+2 pleasure, 19-20/x3, 50 ft range increment, single shot; has the Superior Musical quality)
Special Attacks Challenge (4x/day, +10 damage)
Bardic Performance (29 rounds/day, counterstrong, dirge of doom, distraction, fascinate, inspire courage +2, inspire competence +3, inspire greatness)
Sell-like Abilities (CL 10th, Concentration +14)
Constant – detect chaos, detect law
3x/day – summon firearm (Musical and Superior Musical weapons only)
1x/day **–** chaos hammer (W-DC 18)

Statistics

Str 24* **Dex** 16* **Con** 22 **Int** 12 **Wis** 16 **Cha** 18
Base Atk +10 **CMB** +17 (+19 sunder) **CMD** 30
Feats Ameriscum, Coordinated Defenses, Cleave, Cloned to Command, Extra Performance, Great Cleave, Improved Sunder, Paired Opportunists, Power Attack, Weapon Focus (chain axe)
Skills Craft (firearms) +3, Drive +8, Intimidate +15, Knowledge (local) +14, Knowledge (nobility and tactics) both at +19, Knowledge (religion) +6, Perception +18, Perform (stringed) +17
Gear +1 grade I powered armor of light fortification, +1 chain axe, +2 anarchic love gun rocker

Ecology

Environment any
Organization solitary, pair (battle brothers) or squad (8-12)
Treasure standard (including gear)

SPECIAL ABILITIES

Ameriscum (EX)
The Rawk Knight does not provoke attacks of opportunity for making unarmed strikes within an hour of drinking alcohol or smoking a Glow joint of any type. The Rawk Knight automatically succeeds on WILL Saves to resist any effect that would cause the Rawk Knight to disarm himself.

Chain Axe (EX)
The Rawk Knight's chain axe ignores up to 5 points of Hardness or non-magical Damage Reduction when used against objects.

Chaotic (EX)
The Rawk Knight gains a +1 morale bonus on attack and damage rolls against creatures with any lawful alignment, and a +2 morale bonus on attack and damage rolls against creatures with the lawful subtype, due to special training against these hated foes. These effects do not stack in the case of a lawfully aligned creature with the lawful subtype.

Challenge (EX)
Whenever the Rawk Knight issues a challenge, he receives a +3 bonus to Armor Class against attacks made by the target of his challenge.

Call to Arms (EX)
As a standard action, the Rawk Knight can rally his allies with an inspiring speech. This speech provides all allies within 60 ft a +2 competence bonus on saves against fear and a +1 competence bonus on attack rolls for one minute. If an ally within range is under the effect of a spell or ability that causes him to be *frightened* or *panicked,* he may immediately make another saving throw to resist the effect, if allowed.

Cloned to Command (EX)
The Rawk Knight provides all allies within 100 ft who can clearly see and hear him with a +2 competence bonus on Initiative checks. These allies are treated as possessing any teamwork feats possessed by the Rawk Knight for the purpose of activating his teamwork feats.

"Guitar Solo!" (EX)
The Rawk Knight can call out to his allies, inspiring them to greatness. As a swift action, the Rawk Knight can grant a +2 bonus on attack and damage rolls to all allies within 30 ft for one round. This ability can be used once per battle.

NATURE

The Rock Knight uses the Genocide Templar stat-block as the base creature.

Sometimes the power of rock n' roll and the chaotic emanations leaking from Hyperspace itself worm their way into a Genocide Templar's head. Suddenly, a lifetime of repression, discipline and elite training is no longer enough for the former Genocide Templar. They go rogue, turn on their ICG Masters and wander the galaxy as wild-eyed mercenaries for hire. If an entire squad goes rogue, they travel together, otherwise a lone Rawk Knight travels alone, surviving as best he can, until he eventually meets a like-minded buddy.

Rawk Knights live for drugs, sex and head-pounding rock n' roll. They paint their old powered armor in psychedelic colors, carve obscene graffiti into the inset holy symbols, get as high as they can before a battle. When it comes time to fight, they let loose with ear-blistering guitar solos on the high-tech rockers they traded their service pistols for.

ROCK N' ROLL RAT – CR 7

Small CN or CE Monstrous Humanoid (anthro, chaotic)
XP 3,200
Init +3 **Senses** Darkvision 60 ft, scent, Perception +8
Languages Galactic Common, Shipper Patois

Defense

AC 19 **Touch** 14 **Flatfooted** 16 (+1 size, +3 DEX, +5 armor)
HP 6d10 +18 hp (51 HP)
FORT +6 **REF** +9 **WILL** +5
Weaknesses Cybernetic Security Risk -1

Offense

Spd 25 ft Climb 25 ft
Melee +7/+2 bite (1d3 piercing, 20/x3)
Ranged +12/+7 antimatter cannon (3d10 energy, 19-20/x2, 40 ft range increment, semi auto, 10 cell) OR
Ranged +7/+2 twin thunder rocker (2d12+1 electrical, 20/

x2, 50 ft range increment, single shot)
Ranged +10 Perform twin thunder rocker (2d12+1 electrical, 20/x2, 50 ft range increment, single shot)
Bardic Performance (17 rounds/day, countersong, distraction, fascinate, inspire courage +2, inspire competence +2)
Spell-Like Abilities (CL 6th Concentration +6)
***Constant* –** detect chaos, detect law
***3x/day* –** summon firearm (Musical or Superior Musical weapons only)
***1x/day each* –** BFG, infinite ammunition, true strike

Statistics
Str 10 **Dex** 17 **Con** 16 **Int** 11 **Wis** 12 **Cha** 10
Base Atk +6 **CMB** +4 **CMD** 17
Feats Ameriscum, Armor Proficiency (light, medium), Extra Performance, Improved Critical (antimatter cannon), Personal Firearms Proficiency, Weapon Focus (antimatter cannon)
Skills Acrobatics +10, Craft (firearms) +5, Climb +14, Disable Device +5, Drive +5, Knowledge (local) +9, Perception +8, Perform (stringed) +9 (racial modifiers: +4 Climb)
Gear antimatter cannon and 4x spare cells, *+1 twin thunder rocker,* advanced space suit, 1x potion of *cure critical wounds*, 1x potion of *cat's grace*, hip flask, communicator
Cybernetics
***Headware* –** Advanced Cyberoptics, Targeting Optics +1

Ecology
Environment any urban (especially bars, strip clubs and low-rent whore houses)
Organization usually found in small gangs/garage bands of 3-5 Rats
Treasure standard (including gear)

SPECIAL ABILITIES

Ameriscum (EX)
The Rock N' Roll Rat does not provoke attacks of opportunity for making unarmed strikes within an hour of drinking alcohol or smoking a Glow joint of any type. The Rock N' Roll Rats automatically succeeds on WILL Saves to resist any effect that would cause the Rock N' Roll Rat to disarm himself.

Antimatter Cannon (EX)
The damage from the Fullball Socio's main weapon is unspecified energy damage, not subject to energy resistance or immunity.

Chaotic (EX)
The Rock N' Roll Rat gains a +1 morale bonus on attack and damage rolls against creatures with any lawful alignment, and a +2 morale bonus on attack and damage rolls against creatures with the lawful subtype, due to special training against these hated foes. These effects do not stack in the case of a lawfully aligned creature with the lawful subtype.

Pack Hunter (EX)
The Rock N' Roll Rat is at his best when hunting in a group. He receives a +3 bonus on attack rolls when flanking an adversary. When using the Aid Another action, on a successful skill check, the ally receives a +3 bonus.

NATURE

The Rock N' Roll Rat uses the Fuzzball Socio stat-block as the base creature.

Rock N' Roll Rats are a hard-fighting, nasty breed of rodent Anthro common to the worst dives in the galaxy. They like a good fight, a stout brew, and are decent enough musicians to get gigs good enough to pay for their drinks and Glow most nights. Catch 'em on a good evening, they might share a beer with you. Piss 'em off, and they pull an anti-matter cannon bigger than they are out of their back pocket and start blasting.

Rock N' Roll Rats are always found in mixed gender packs that are as much a street gang as a garage band. Romances, backstage drama and backstabbing are common, but usually the only thing that permanently breaks up a Rat band is a hand grenade. Whatever survivors there are go on to fill vacancies in other bands. They usually pool their resources to buy a low Tier cargo ship to get them from gig to gig, always with the band's logo and some sweetly tacky art airbrushed on the hull.

STRANGELET – CR 18

Medium NG Outsider (fire, native)
XP 153,600
Init +8 **Senses** Lowlight vision, *see in darkness,* perceive unencrypted radio/television and wifi signals, Perception +25 (+30 in daylight)
Languages English, Grey, Spanish, *truespeech*
Aura Too Bright to Look At (bright illumination 30 ft, or 100 ft *blindness* 1d6 hours or worse, F-DC 27 negates)

Defense
AC 30 **Touch** 18 **Flatfooted** 26 (+4 DEX, +4 deflection, +8 natural, +4 armor)
HP 21d10+189 hp (305 HP)
Regeneration 5 (daylight only)
FORT +16 **REF** +16 **WILL** +13
Immune Ballistic, Cold, Fire, blindness, radiation, suffocation, vacuum
Resist Electricity 20, Force 20, Sonic 10
Weaknesses Cybernetic Security Risk -0

Offense
Spd 35 ft, Flight 150 ft (perfect), Space Flight 2,000 ft or 8 hexes, effective Hyperdrive Rating 3
Melee +27/+22/+17/+12 unarmed strike (2d10+6 bludgeoning plus 1d10 fire, 18-20/x3)
Ranged +25/+20/+15/+10 solar flares (6d6 fire, 18-20/x3, 150 ft range increment) OR
Ranged Perform +34 golden microphone (2d4+3 sonic, 20/x2, 40 ft range increment, single, has the Superior Musical quality)
Special Qualities Greater Starflight, No Breath
Bardic Performance (50 rounds/day, countersong, deadly performance, dirge of doom, distraction, fascinate, frightening tune, inspire courage +4, inspire competence +6, inspire greatness, inspire heroics, mass suggestion, soothing performance)
Spell-Like Abilities (CL 21st Concentration +24)
At Will – fireball (R-DC 16)

- flaming sphere (R-DC 15)
- wall of fire

3x/day – summon firearm (Musical and Superior Musical Weapons only)

Statistics
Str 23 **Dex** 18 **Con** 29 **Int** 14 **Wis** 13 **Cha** 21
Base Atk +21 **CMB** +27 (+29 disarm/sunder) **CMD** 41
Feats Combat Expertise, Extra Performance, Greater Disarm, Gearhead, Greater Sunder, Improved Disarm, Improved Initiative, Improved Sunder, Master Craftsman (electronics), Meaningful Ink, Power Attack, Purity Culture, Skill Focus (craft: electronics), Skill Focus (perform: sing)
Skills Bluff +23, Computer Use +33, Craft (electronics) +28, Diplomacy +23, Fly +28, Intimidate +30, Knowledge (local, technology, physical sciences, the planes, religion) all at +20, Perform (sing) +31, Perform (dance) +24, Perception +25 (+30 in daylight), Use Magic Device +14

Gear *+1 utility bodystocking, +3 golden microphone*
Cybernetics
Headware – Onboard Computer, Professional Database (craft: electronics), Attack Barrier x1

Ecology
Environment any
Organization usually solitary
Treasure double standard (in lair)

SPECIAL ABILITIES

Field Diplomacy (EX)
Strangelet may attempt a special Diplomacy check as a full round action, targeting both allies and enemies within 100 ft, who can clearly see and hear her. If Strangelet can improve a hostile character's attitude to at least indifferent, that character becomes likely to break off hostilities, so long as doing so would not threaten their life.

This change in attitude is transient at best, and usually lasts only a few seconds or minutes at best – just long enough to get everybody's guns down. Strangelet can attempt additional Diplomacy checks to more permanently improve attitudes.

Lifer Ink (EX)
Strangelet gains a +1 morale bonus on saving throws against spells and effects generated by characters with any Choicer patron deity.

Peaceful Warrior (EX)
Strangelet can make the damage inflicted by any of her attacks, including from her spell-like abilities into non-lethal damage of the same type. She never suffers a penalty for doing so.

If she makes an attack that would reduce a target to -1 HP or worse, or would kill the target outright, can can choose to instead reduce the target to exactly 0 HP and stable. Doing so is an immediate action.

"Put Down Your Guns!" (EX)
As an immediate action, Strangelet can reduce the damage inflicted by a successful attack made by an adjacent ally to 1 point of damage (plus any effects contingent upon damage). Each time Strangelet takes this action during an encounter, the Pacifist Rescuer gains a cumulative +2

morale bonus on Field Diplomacy attempts.

Purity Culture (SU)
As a standard action, Strangelet can grant Iron Heart as a bonus feat, as well as Pleasure Resistance 5 to all allies within 60 ft who can clearly see and hear her. She gains this Pleasure Resistance as well during this time. Once activated, this bonus remains active for one minute (10 rounds) or until the ally moves farther than 60 ft from Strangelet.

To qualify to benefit from Purity Culture, your ally must meet all the following criteria:

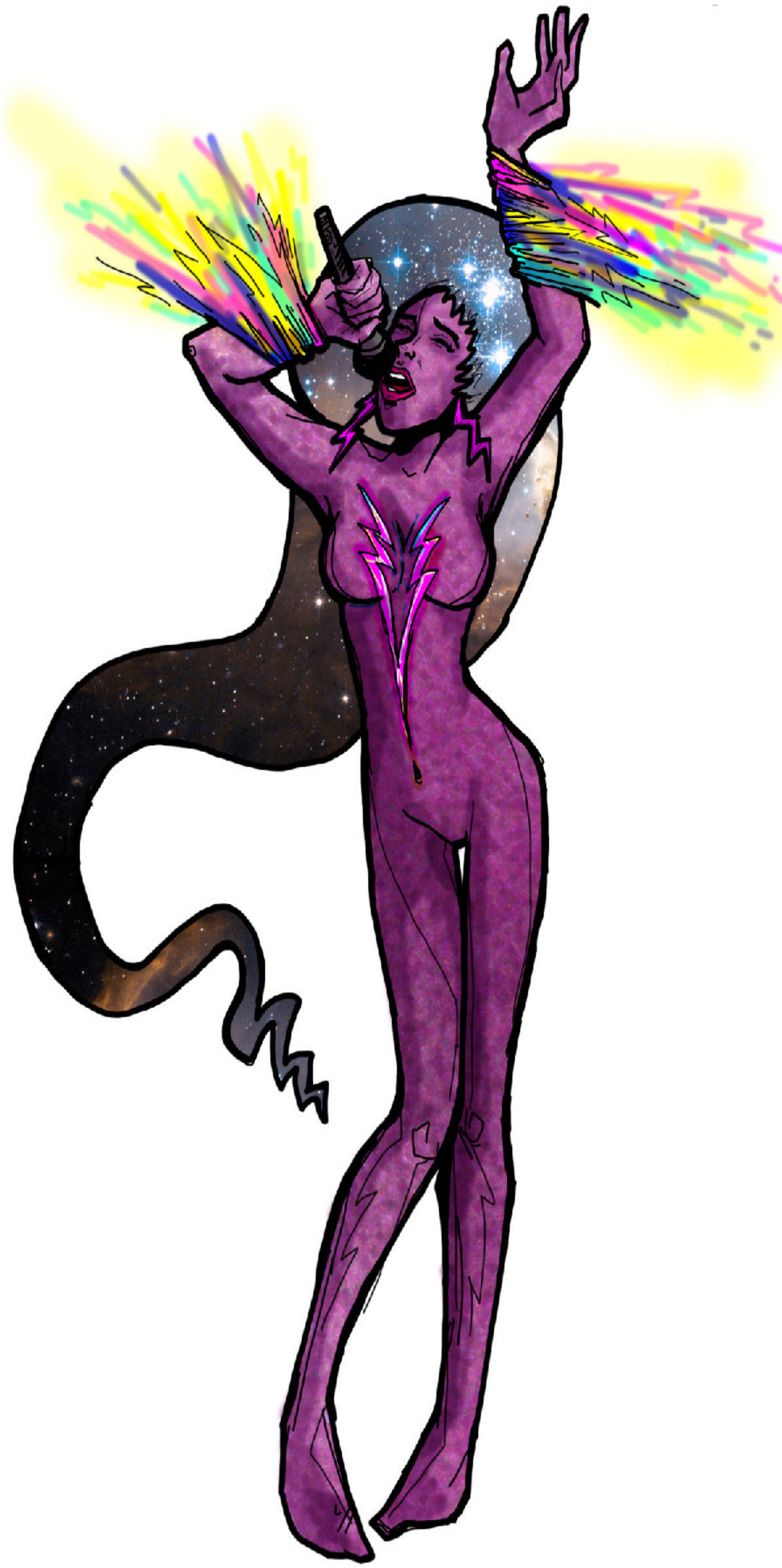
- The ally must have Lifer or Evangelical Christian patron deity or philosophy.
- The ally must be heterosexual and cisgender.
- The ally must not have engaged in sexual behavior Lifer culture would consider immoral within the past 24 hours. If Strangelet herself violates this tenant, this feat becomes inaccessible for 24 hours, unless she receives an *atonement* from a Lifer Cleric.

Solar Combo (EX)
If Strangelet hits the same target with at least two unarmed strikes, the target catches fire, suffering 4d6 fire damage at the beginning of each round until the fire is extinguished, and in addition is knocked in a direction of Strangelet's choosing (including straight up or down) 2d6x10 ft. A successful DC 25 FORT save prevents the knock back effect. The saving throw DC is STR based.

Solar Regeneration (EX)
Strangelet gains Regeneration 5 during daylight hours, provided Strangelet remains in direct sunlight. Out of direct sunlight (such as indoors or underground) or during night, this ability weakens to Fast Healing 5 instead.

Sky Mastery (EX)
Strangelet receives a +1 morale bonus on attack and damage rolls if both she and her target are airborne.

Too Bright to Look At (SU)
Strangelet is living stellar plasma in human shape, and radiates painfully intense light. Strangelet is surrounded by a 30 ft aura of bright illumination (90 ft ordinary, 120 ft dim). She can reduce her luminosity to a 5 ft aura of bright illumination (10 ft ordinary, 15 ft dim), but cannot consciously suppress this light while she is alive and conscious. This light is considered natural daylight, and automatically dispels any darkness effect within the aura's radius.



The brilliant illumination cloaking Strangelet makes it difficult to target Strangelet precisely. Melee attacks made against Strangelet have a 50% miss chance, as if Strangelet had total concealment.

As a standard action Strangelet can increase his already vast illumination to blinding levels, light so intense it blasts through even tightly closed lids and washes out everything with white. All creatures within 100 ft must succeed at a DC 27 FORT Save or be blinded for 1d6 hours; creatures within 30 ft are permanently blinded instead on a failed save. The saving throw DC is CON based.

NATURE

Strangelet is built by applying a heavily modified version of the Psychobilly Template to the Luminate stat-block from Psi-Watch: Secret Soldiers. She loses the chaotic subtype and gets Purity Culture (from Weapons for Life) as a bonus feat rather than Ameriscum, because these modifications felt truer to her character as a Lifer idol singer. She was also given an incomplete version of the Pacifist Rescuer template from Weapons for Life to further customize her.

Nineteen-year-old ***Heather Marie Vickers*** has been a performer since she was five, and is already a multi-platinum recording artist. As Strangelet, the perky little blond is one of Earth-space's most powerful superhumans, a being of pure light, willpower and energy who can soar through Hyperspace under her own power. These days, Strangelet manifests as a luminous, mildly radioactive angel, her skin a panoply of stars lit proud, Lifer violet. She hasn't down-shifted into her true human self since she made her transition, and honestly, feels no need to.

As gifted a theoretical physicist as she is a performer, she invented the uplift protocol that made her Strangelet – only her mind is capable of running the math that makes her a living, main sequence star. She is easily one of the most powerful Lifer post-humans in known space, and if she wanted to be, she could be the Lifer Nation's most potent weapon of conquest.

Fortunately for the Choicer Covenant, Strangelet has channeled her impressive superhuman gifts into her career as an idol singer rather than as a combatant. At thirteen, she released ***Non-Lethal Sanctions***, a collection of old Lifer protest songs and combat anthems re-mixed into electro-pop, which became the definitive sound for that ***Summer of Rescue***. Each succeeding release has been bigger, and she's even crossed over into the Choicer mainstream, converting a few pagans in the process. Two years ago, she took a sabbatical, heading out into ***Phallus Space*** under her own power. The energy being has made good time, and is *en route* back from the galactic core, her head filled with an entire catalogue of new songs, all of which she'll premier at a summer mega-concert aboard ***Solomon Station.***

What ideas she's bringing back from the Galactic Core is anybody's guess. Even before her extra-solar sojourn, Strangelet was an iconoclast. She counts *Makepeace Lacy*, the disgraced creator of the Neverborn species as one of her favorite authors, and has spoken openly against the Lifer military. A few extreme voices within the Lifer Army of God would like to see her dead, but nobody is sure if that's even possible anymore.

STRANGELET'S ALBUMS

"Strangelet is already performing her newest single "Reaction Mass" somewhere within the Galactic Core, but even at FTL speeds we won't receive the signal until Wednesday! Stay up late and join us on-Mesh for the premier of Reaction Mass at 0415 GMT Wednesday! Don't be late!"

- Mesh-mail advertisement by Vickers Transmedia, early January, 2107.

- *Non-Lethal Sanctions* (electro-pop versions of old Lifer warsongs, 2101. Debut album,)
- *Broken Fingers Mended* (emo-pop, lyrics focusing on redemption and conversion of Neo-Witch Midwives, 2102)
- *I-doll-I-try* (dub step, lyrics examine child abuse and cyber-conversion, 2102)
- *Another Everyday War* (fem-rock, lyrics warn against re-starting the Abortion War, includes some VERY subtle references to Kodiak Island, 2103)
- *The Mothers of Nuremberg* (trance, lyrics deal with recovering from the grief of an abortion, subtly critical of the Nuremberg AI in a way that implies she is familiar with its true capabilities, 2104)
- *My Thirteen Commandments* (fem-rock, lyrics written from the POV of a Choicer witch accepting Christianity – somewhat of a crossover hit within the Covenant, 2105)
- *Closed Casket*s (fem-rock, each song is a highly critical portrait of a Lifer Closer, portraying them as flawed and pitiable, not heroic, beginning with Lifetank. Her least popular album in Lifer country, for obvious reasons, 2105)
- *Makepeace* (trance concept album with lyrics focusing heavily on the Neverborn, urging them to find their own peace and freedom, 2106)
- *The Big Black* (dub step, renditions of Stone Cutter, Grey and other xeno-music, some translated to English, most not, 2106)

HOW MUCH DOES SHE KNOW?

Strangelet is massively powerful, and like the Nuremberg Consciousness, she is effectively a minor goddess of light, will and intellect. She can traverse Hyperspace under her own power, and moves at ridiculously high multiples of lightspeed. Possibly immortal, her senses are keen enough she can perceive shortwave radio signals from Earth while sitting on her front porch on Solomon. Supposedly, she's been out in the Big Black for the last 26 months, but nobody can verify that. Given her gifts, she could easily slip through Earth's stellar defense net without leaving a trace.

The lyrics of her songs hint at, but don't explicitly speak to, some of the greatest secrets of the Lifer nation. Somebody who knows what to listen for can hear references to the Kodiak Island strike base, and the Nuremberg Consciousness worries that Strangelet might realize that it has awakened to full sentience. Strangelet may be a great ally for groups looking to take down Nuremberg, whether the players claim Lifer or Choicer allegiance. She is obviously dissatisfied with the Lifer nation, if not with the pro-life ideal as a whole. Exactly how far Heather can be pushed, and what will happen if she's pushed too far, is plot hook for local gamemasters to play out.

TEJANO VOIDSPARROW – CR 11

Medium CG Monstrous Humanoid (chaotic, cyborg)
Ranger (skirmisher) 10
XP 6,400
Init +4 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television and wifi signals, Perception +15 (+17 visual)
Languages Galactic Common, English, Spanish

Defense
AC 24 **Touch** 14 **Flatfooted** 20 (+4 DEX, +6 armor, +4 natural)
HP 10d10 +50 hp (105 HP)
Defensive Abilities Evasion
FORT +12 **REF** +11 **WILL** +5
Immune Ballistic, suffocation, drowning, vacuum, blindness, thirst/hunger, the sickened and nauseated conditions, death effects, ability damage/drain, energy drain, environmental heat and cold
Weaknesses Cybernetic Security Risk -2, Unhealing

Offense
Spd 30 ft Fly 500 ft (good) or 1,000 ft (perfect) in zero gravity, effectively 6 hexes, Hyperdrive Rating 1
Melee +13/+8 particle katana (2d8+1 fire, 20/sever limb)
Ranged +17/+12 twin thunder rocker (2d12+2 electrical, 20/x2, 75 ft range increment, single shot) OR
Ranged +23 Perform twin thunder rocker (2d12+2 electrical, 20/x2, 75 ft range increment, single shot)
Favored Enemy Lifespawn subtype +6, Battlechanger subtype +4, Humanoid (Anthro) +2
Favored Terrain Deep Space +4, Sky +2
Special Qualities Hunter's Bond (companions, 2 rounds) No Breath, Track, Swift Tracker, Wild Empathy
Bardic Performance (28 rounds per day, countersong, dirge of doom, distraction, fascination, inspire courage +2, inspire competence +3, inspire greatness)
Spell-like Abilities (CL 10th, Concentration +13)
Constant – detect chaos, detect law
3x/day – summon firearm (Musical and Superior Musical Weapons only)
1x/day – chaos hammer (W-DC 17)

Statistics
Str 17 **Dex** 19 **Con** 20 **Int** 11 **Wis** 14 **Cha** 17
Base Atk +10 **CMB** +13 **CMD** 27
Feats Ameriscum, Endurance, Extra Performance, Far Shot, Fly-by Attack, Mini-Missile Flurry, Point Blank Shot, Precise Shot, Quick Draw, Weapon Focus (rockers)
Teamwork Feats Duck and Cover, Lookout
Skills Acrobatics +17, Fly +25, Knowledge (local) +13, Perform (sing) +16, Perform (stringed) +21, +Perception +15 (+17 visual), Stealth +12, Survival +15 (+20 to track)
Gear *+1 particle katana, +2 twin thunder rocker*
Cybernetics
Headware – Onboard Computer, Advanced Cyberoptics, Facial Recognition Optics, Sensory Shield
Bodyware – Dermal Plating (medium, masterwork), Anti-Ballistic Body Weave

Ecology
Environment native to Deep Space
Organization typically fights as a mated pair, retreats if partner is killed; "wings" consist of 4-8 mated pairs
Treasure standard (including gear)

SPECIAL ABILITIES

Ameriscum (EX)
The Tejano Voidsparrow does not provoke attacks of opportunity for making unarmed strikes within an hour of drinking alcohol or smoking a Glow joint of any type. The Tejano Voidsparrow automatically succeeds on WILL Saves to resist any effect that would cause the Tejano Voidsparrow to disarm himself.

Darksparrow Hull (EX)
The Tejano Voidsparrow's gleaming hull is as black as obsidian, and perfectly reflects starlight. The Tejano is all but invisible against the stars, gaining a +2 trait bonus on Stealth checks made in space (but not if you are silhouetted against a light source, planet, ship's hull or other large object that blocks line of sight to the stars).

Chaotic (EX)
The Tejano Voidsparrow gains a +1 morale bonus on attack and damage rolls against creatures with any lawful alignment, and a +2 morale bonus on attack and damage rolls against creatures with the lawful subtype, due to special training against these hated foes. These effects do not stack in the case of a lawfully aligned creature with the lawful subtype.

Facial Recognition Optics (EX)
The Tejano Voidsparrow is equipped with an onboard database of criminals and terrorists that updates regularly. The Tejano Voidsparrow receives a +8 equipment bonus on Perception checks made to see through a suspect's disguise. The Tejano Voidsparrow can pull up a complete criminal and personal history on any subject within his field of vision, assuming that person's records are on file with the cyborg's parent agency.

Mini-Missile Flurry (SU)
As a full round action, the Tenajo Voidsparrow can unleash a mini-missile flurry against all targets within 500 ft who do not have total cover. The Tejano Voidsparrow can target up to 5 targets, inflicting 10d8 damage (half fire/half ballistic). This attack offers a DC REF 19 Save for half damage.

The Tejano Voidsparrow can unleash up to three (3) mini-missile flurries per day.

Skirmisher Tricks (EX)
The Tejano Voidsparrow can use a variety of skirmisher tricks a total of seven (7) times per day. The Voidsparrow knows the following tricks.

Aiding Attack (EX)
The Tejano Voidsparrow can use this trick as a free action when he hits a creature with an attack. The next ally who makes an attack against the target creature before the start of the Tejano Voidsparrow's next turn gains a +2 circumstance bonus on that attack roll.

Rattling Strike (EX)
The Tejano Voidsparrow can use this trick as a free action before he makes a melee attack. If the attack hits, the target is *shaken* for 1d4 rounds.

Vengeance Strike (EX)
The Tejano Voidsparrow can use this trick as an immediate action when an enemy adjacent to him hits an ally with a melee or ranged attack. The Tejano Voidsparrow can make a single melee attack at his highest base attack bonus against the creature that attacked his ally.

Unhealing (EX)
As a fully cybernetic creature, the Voidsparrow does not heal damage naturally, though the cyborg can be repaired like any other high tech device. Healing spells and effects have half their usual effect when benefiting a Voidsparrow. A DC 20 Craft (cybernetics or electronics) check, and approximately an hour of work restores 1d8 HP to a damaged Voidsparrow.

All Voidsparrows require extensive maintenance, performed by a competent cyber-mechanic in a well equipped shop. Each month of active service, the Voidsparrow must undergo extensive diagnostics and repairs. Doing so requires the Voidsparrow to receive a DC 30 Craft (electronics/cybernetics) check, which requires at least 16 hours in a well equipped repair bay. Due to the Voidsparrow's unique design, non-Voidsparrow mechanics suffer a -5 penalty on this check.

If the Voidsparrow doesn't receive these repairs, he suffers a -1 penalty to his STR and DEX scores, and is considered *fatigued* until he receives these necessary refits. These penalties increase by one per week (maximum -10) until the Voidsparrow receives repairs. If the Voidsparrow performs nothing but rest or light activity during a month, he does not require maintenance, but any stressful activity puts a strain on his cyber-systems and increases the likelihood of a catastrophic system failure.

NATURE

The Tejano Voidsparrow uses the Voidsparrow stat-block as the base creature. I decided that this character wouldn't have an animal companion, and adjusted a few of his abilities to suit.

The Tejano Voidsparrow trades the expected transforming blaster for a high-tech, electro-slingin' combat guitar. His hull is polished black with the ends of his flight pinions picked out in rich crimson and gold. This charismatic flying hero shields his advanced cyber-eyes beneath the shadowed brim of a traditional mariachi's hat. The Tejano Voidsparrow uses his mastery of music, and innate gift for flashy heroism, to coordinate and reinforce his teammates. Though he's got no time for BS rules and regulations, he's an effective wing commander.

THE STAR TOUCHED TEMPLATE

Star Touched beings are powerful and nearly indestructible cosmic animals. These highly intelligent, genetically perfect animals are often the beloved companions of ***Skyguardians,*** powerful Lifechain demigods, and star explorers.

- **Challenge Rating** Increase the base creature's Challenge Rating by +3.
- **Available To** This inherited template may be added to any Animal.
- **Creature Type** The base creature's type changes to Magical Beast. Do not recalculate the creature's derived statistics.
- **Speed** Star Touched Creatures gain a Flight speed equal to twice their base land speed (good). In zero gravity, this increases to a Flight speed of 1,000 ft (perfect), if not already greater. Increase the creature's base land speed by 20 ft.
- **Ability Scores** The Star Touched creature gains a +8 enhancement bonus to its STR score and a +4 enhancement bonus to its INT score. The Star Touched Creature can understand, but not speak or read, one language of choice. The Star Touched Creature gains additional skill ranks based on its new INT score.
- **Attacks** The Star Touched Creature gains the ability to fire optic blasts as a new ranged attack option. It gains Weapon Focus (optic blast) as a racial bonus feat. Optic Blasts inflict 2d6 fire damage (20/x3), have a 1,000 ft maximum range and no range increment.
- **Armor Class** The Star Touched Creature gains a +4 deflection bonus to AC.
- **Damage Reduction** The Star Touched Creature gains Damage Reduction 5/magic.
- **Senses** Star Touched Creatures gain Darkvision 60 ft and can perceive unencrypted radio/television/wifi signals.
- **Immunities and Resistances** The Star Touched Creature becomes immune to suffocation, vacuum and radiation. The Star Touched Creature gains Cold Resistance 10 and Fire Resistance 10.
- **Standard Monster Abilities** The Star Touched creature gains the No Breath and Starflight racial traits.
- **Skills** The Star Touched Creature gains a +8 racial bonus on Fly checks.

Strangematter Weaknesses (EX)
All Star Touched Creatures are vulnerable to the unique radiation signature of an alien alloy or mineral. Creating *strangematter* requires access to the Star Touched Creature's genome and an advanced physics and chemistry lab and 2,000 gp worth of raw materials, mostly exotic rare-earth metals. It requires a DC 22 Knowledge (physical sciences) or Craft (chemical) check to synthesize a few ounces of *strangematter*. Each sample of strangematter must be synthesized for a specific Star Touched Creature (or creatures from the same litter), and has no effect on even similar creatures.

Once created, the *strangematter* degrades into uselessness within 4d6 hours. A sample of *strangematter* has Hardness 5 and 20 HP. The Star Touched Creature cannot physically destroy the *strangematter* via their innate abilities.

If merely brought within 500 ft of the Star Touched Creature, the *strangematter* radiation nullifies the Star Touched Creature's No Breath quality, negates the creature's Damage Reduction and reduces its STR score to 10 if it is normally higher. These reductions remain as long as the Star Touched Creature remains within 500 ft of the *strangematter* and for 1d4 rounds afterward.

SPACE HOUND – CR 4

Small NG Magical Beast
XP 1,200
Init +1 **Senses** low-light vision, scent, Darkvision 60 ft, perceive unencrypted radio/television/wifi signals, Perception +8
Languages understands Galactic Common, but does not speak

Defense
AC 17 **Touch** 16 **Flatfooted** 16 (+1 DEX, +1 natural, +4 deflection, +1 size)
HP 1d8+2 hp (6 HP)
Damage Reduction 5/magic
FORT +4 **REF** +3 **WILL** +1
Resistances Cold 10, Fire 10
Immunities Suffocation, Vacuum, Radiation (No Breath)
Weaknesses Strangematter Weakness

Offense
Spd 60 ft Flight 120 ft (good), Zero Gravity Flight 1,000 ft (perfect)
Melee bite +6 (1d4+5 slashing, 20/x2)
Ranged optic blast +3 (2d6 fire, 20/x2, 1,000 ft maximum range)
Special Qualities No Breath, Starflight

Statistics
Str 21 **Dex** 13 **Con** 15 **Int** 6 **Wis** 12 **Cha** 6
Base Atk +0 **CMB** +4 **CMD** 15 (19 vs trip)
Feats Skill Focus (Perception), Weapon Focus (optic blasts)
Skills Acrobatics +1 (+9 jump), Fly +6, Perception +8, Survival +1 (+5 scent tracking) (***racial modifiers***: +8 Acrobatics when jumping, +4 Fly, +4 survival when tracking by scent)

Ecology
Environment any
Organization solitary, pair, or accompanying a master
Treasure none

NATURE

Resembling exceptionally fit Terran canines, except for the star-like glow surrounding their intelligent eyes, Space Hounds make excellent and loyal companions. These uplifted alien canines serve in many of the same roles as ordinary dogs – hunting assistants, trackers, working dogs and attack or guard animals. The only difference is she sheer firepower and competence a trusted Space Hound can bring to their profession.

The Space Hound uses a Dog *(B1)* as the base creature.

STARFANG – CR 6

Medium LE Magical Beast (cyborg)
XP 2,400
Init+2 **Senses** Darkvision 60 ft, lowlight vision, scent, perceive unencrypted radio/television/wifi signals, Perception +8

Defense
AC 22 **Touch** 16 **Flatfooted** 20 (+2 DEX, +4 deflection, +6 natural)
HP 2d8 +16 hp (25 HP)
Damage Reduction 5/magic
FORT +5 **REF** +5 **WILL** +2
Resistances Cold 10, Fire 10
Weaknesses Cybernetic Security Risk -2, Strangematter weakness

Offense
Spd 80 ft Flight 160 ft (good), Zero Gravity Flight 1,000 ft
Melee +8 bite (1d8+7 plus trip, 20/x2)
Ranged +4 optic blast (2d6 fire, 20/x2, 1,000 ft range increment) plus two +3 M-16 assault rifles (2d8 ballistic, 20/x2, 80 ft range increment, semi-auto, 60 box)
Special Qualities Agonized, Sensory Recording, Unhealing

Statistics
Str 25 **Dex** 15 **Con** 17 **Int** 6 **Wis** 12 **Cha** 6
Base Atk +1 **CMB** +8 **CMD** 20 (24 vs trip)
Feats Flyby Attack, Skill Focus (perception), Weapon Focus (optic blast)
Skills Fly +10, Perception +8, Stealth +6, Survival +3 (+5 track by scent) (***racial modifiers:*** +8 Fly, +4 Survival when tracking by scent)

Ecology
Environment cold and temperate forests (or urban areas as a working animal)
Organization solitary, pair, or pack (3-12) or accompanying a master
Treasure none (possibly guarding property or valuables)

NATURE

Starfang applies the Star Touched template to a ***Cyber-Wolf*** *(Secret Soldiers*), creating a powerful war-beast with above average intelligence and battle prowess. Starfangs serve as trusted hunter/killer animals for space pirates and tyrants. Starfangs can keep slaves in line with their razor-sharp fangs, track escapees from the cruelest planetary detention centers, or make mincemeat out of light infantry with their optic blasts. Starfangs are trained to take advantage of their flight mobility – the Flyby Attack feat represents their special air-warfare training. To give the already dangerous Starfangs even more offensive punch, a pair of M-16 assault rifles have been mounted on hip-gimbles.

STAR-TRINE – CR 12

Huge NG Magical Beast Cleric 1 (Living Stars)
XP 19,200
Init -1 **Senses** Lowlight vision, scent, Perception +24
Languages Understands Galactic Common but cannot speak
Aura faint clerical aura

Defense
AC 21 **Touch** 7 **Flatfooted** 21 (-2 size, -1 DEX, +14 natural, +4 deflection)
HP 14d8 +1d8+59 hp (128 HP)
Damage Reduction 5/magic
FORT +18 **REF** +9 **WILL** +8
Immune suffocation, raditation, vacuum (No Breath)
Weaknesses Strange Matter Weakness

Offense
Spd 50 ft, Flight 100 ft (good) or Zero-G Flight 1,000 ft (perfect)
Melee +21 gore (2d10+16 piercing,19-20/x2)
Ranged +10 optic blast (2d6 fire, 20/x3, 1,000 ft maximum range)
Special Attacks powerful charge (gore, 4d10+20 piercing), trample (1d8+16, DC 29)

Channel Energy (1d6 positive, 2x/day, W-DC 11)
Domains Sun, Protection
Special Qualities No Breath, Starflight
Spellcasting (CL 1st Concentration +2)
***First* –** bless, comprehend languages, emergency space suit (prepared twice)
***Zero* –** create water, guidance, stabilize

Statistics
Str 34 **Dex** 9 **Con** 19 **Int** 6 **Wis** 12 **Cha** 7
Base Atk +10 **CMB** +20 **CMD** 29 (33 vs trip)
Feats Alignment Channel, Great Fortitude, Improved Bull Rush, Improved Critical, Power Attack, Run, Skill Focus (perception), Weapon Focus (gore), Weapon Focus (optic blast)
Skills Flight +5, Knowledge (religion) +2, Perception +24, Sense Motive +5, Survival +16

Ecology
Environment any (warm plains)
Organization solitary or accompanying human or Shipper first contact or SAR teams
Treasure none

SPECIAL ABILITIES

Resistant Touch (Sp)
As a standard action, the Star-Trine can touch an ally to grant him a +1 resistance bonus to all saves for one minute. During this time, the Star-Trine's saves are reduced by -1. The Star Trine can use this ability up to 4x/day.

Sun's Blessing (SU)
Whenever the Star-Trine channels positive energy to harm undead, it adds its cleric level (+1) to the damage dealt. Undead do not add their Channel Resistance to their saves when the Star-Trine channels positive energy.

NATURE

In addition to the Star Touched Template, the Star-Trine has a single Cleric level. The Star-Trine uses a Triceratops (B1) as the base creature.

Star-Trines are huge, ever-optimistic creatures resembling a Terran triceratops. Star-Trines are among the most distinctive, and most powerful Star Touched xenoforms, an unofficial leader among the incredibly diverse species. Star-Trines are instantly recognizable by the cosmic fires which burn within their three, incredibly dense horns, lighting the black keratin from within, like butane flame trapped in obsidian.

This particular Star-Trine has grown beyond its instinctive empathy and concern for others, unlocking Clerical talents within itself. The Star-Trine is a cleric of the living stars themselves. Though the Star-Trine holds no official rank in any established church hierarchy, it is known to be a servant of cosmic justice. The Star-Trine assists first contact teams, search and rescue crews and any colonizers and terraformers who brave a very dangerous galaxy whenever it encounters them.

-

THE TECHNYSIAN TEMPLATE

The ***Steel Sector*** of the galaxy is home to a variety of bio-mechanical creatures that evolved from non-sapient machines and grew in both complexity and flexibility with each generation. Many of these living machines fill similar ecological niches to Terran species with somewhat similar appearances, in a particularly strange case of convergent evolution.

This template can produce an endless variety of transforming mechanical animals, from harmless little petrorabbits all the way to transforming mechanical dinosaurs on a collision course with Tokyo.

- **Challenge Rating** Increase the base creature's Challenge Rating by +2.

- **Available To** This inherited template may be added to any Animal, Dragon, Magical Beast, or Vermin.

- **Creature Type** If the base creature is an Animal or Vermin, its type changes to Magical Beast. Otherwise the base creature's type does not change. All creatures gain the *Battlechanger* subtype.

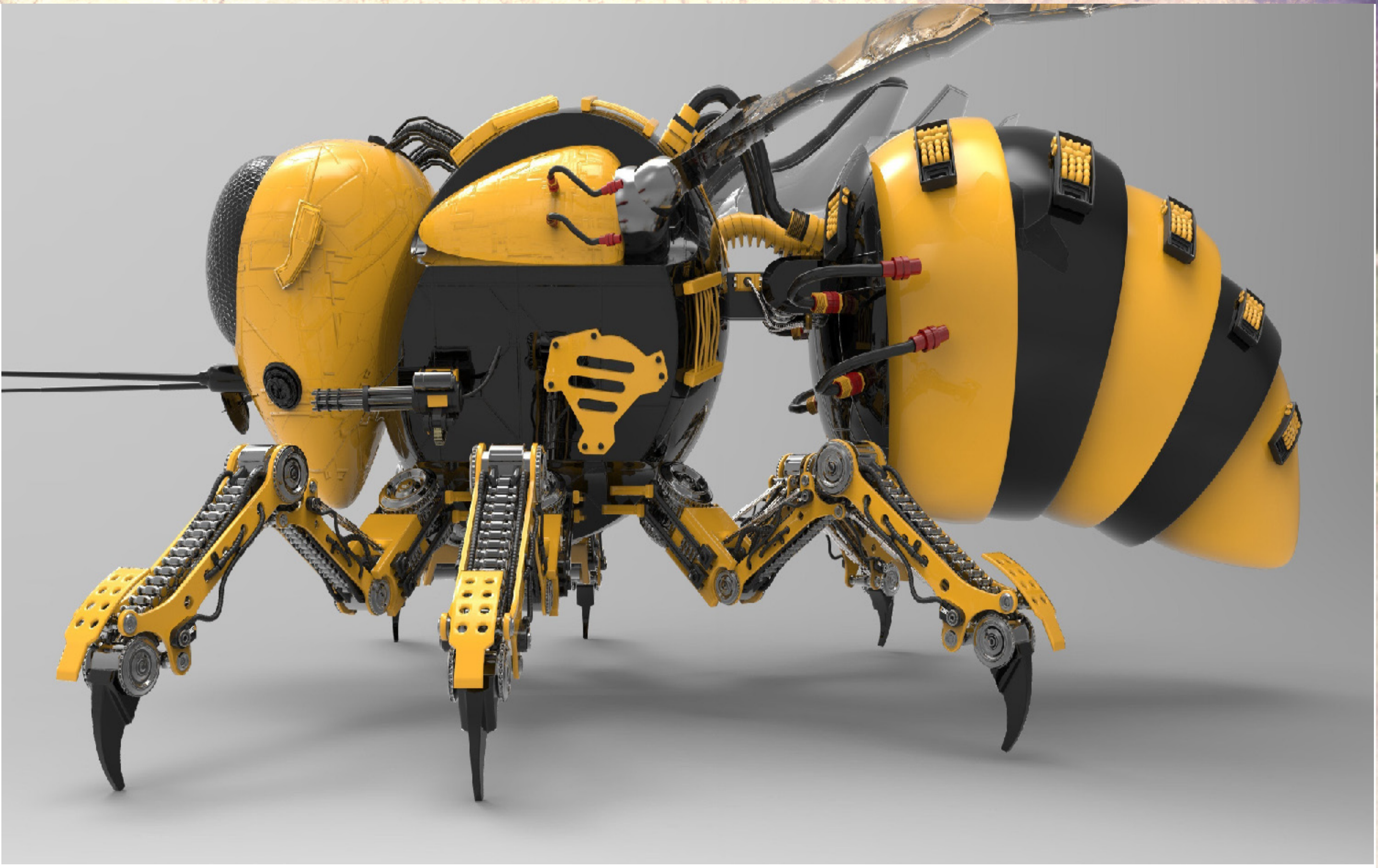
- **Size** If desired, you can increase the base creature's Size by one category, to reflect the larger scale that most Technysian lifeforms operate on compared to organic humanoids.

- **Armor Class** The Technysian creature gains a +4 natural armor bonus to Armor Class.

- **Standard Monster Abilities** The Technyisan creature gains Light Fortification, giving it a 25% chance to ignore the effects of a critical hit. Many gain Freeze in their alt-mode. Technysian creatures gain the No Breath quality and become immune to poison and disease.

- **Senses** Technysian creatures gain Darkvision 60 ft, and the ability to perceive unencrypted radio/television and wifi signals.

- **Feats** The Technysian creature gains Fuelon Carnivore as a racial bonus feat.



Onboard Weapons (EX)
The Technysian creature gains two attacks from any one or two-handed firearm or energy weapon described in *Technology Unleashed* or other acceptable source as a natural ranged attack form. Choose an appropriate weapon worth less than 10,000 gp; this weapon has effectively unlimited ammunition, and does damage as appropriate for a creature of the Technysian's size, which might differ dramatically from the production model. This weapon can be salvaged from the carcass of a slain Technysian creature with a successful Craft (mechanical) check, with a DC equal to 10 + the creature's Hit Die.

Technisyian Bio-Machinery (EX)
The Technysian creature gains a Fuelon Reserve equal to 2 + its CON modifier. Uses for Fuelon are described in the appendix.

The Technysian creature gains a single alt-mode of its choice, which may be a vehicular or gadget alt-mode. Technysian creatures do not choose primitive, nor humanoid (robot) alt-modes. If the alt-mode's size difference is great enough, the creature must expend Fuelon to mass shift.

ROBO-RACCOON – CR 2

Small N Magical Beast (Battlechanger)
XP 600
Init +2 **Senses** Darkvision 60 ft, lowlight vision, scent, perceive unencrypted radio/television/wifi signals, Perception +3

Defense
AC 18 **Touch** 13 **Flatfooted** 16 (+1 size, +2 DEX, +5 natural)
HP 1d8 hp (4 HP)
FORT +2 **REF** +4 **WILL** +3
Defensive Abilities Light Fortification (25% chance to ignore critical hit)
Immune poison, disease

Offense
Spd 30 ft, climb 30 ft
Melee +3 bite (1d4 piercing, 20/x2)
Ranged +3 onboard pistol (2d6 ballistic, 20/x2, 40 ft range increment, semi-auto)
Special Qualities No Breath, Freeze (in alt-mode)

Statistics
Str 10 **Dex** 15 **Con** 11 **Int** 2 **Wis** 16 **Cha** 5
Base Atk +0 **CMB** -1 **CMD** 11 (15 vs trip)
Feats Fuelon Carnivore^{B}, Weapon Finesse

Skills Climb +7, Sleight of Hnad +3
Gear Beretta 92F pistol (salvaged)

Ecology
Environment Technysian forests (or urban areas outside the Steel Sector)
Organization solitary or gaze (2-4)
Treasure incidental

SPECIAL ABILITIES

Fuelon Reserve (EX)
The Robo-Raccoon has 2 points in its Fuelon reserve. It can expend a point of Fuelon to achieve a number of results, described fully in the appendix.

Gadget Alt-Mode (EX)
The Robo-Raccoon can assume a variety of small, useful machine forms. It typically disguises itself as a laptop computer, alarm clock, coffee maker, DVD player or similar small household electronic. The Robo-Raccoon can rescan its gadget alt-mode at will without requiring it to expend Fuelon.

NATURE

Robo-Raccoons are cute, inquisitive little machines that scavenge for spilled fuel droplets and circuit components. These animals have a body plan similar to an Earth racoon, including a bronzed metal ‘mask’ around their optics and a thick tail of wires and fiber optics. Unlike an organic raccoon, most of them are the size of a mid-sized hunting dog and mass in at about 70 – 100 lbs. On Techynis, they are native to the steel and platinum forests, but on Earth-like worlds, they scavenge in the same ranges as organic raccoons. Robo-Raccoons defend themselves with an autoloading pistol built into a flexible gimbal on their spinal plating.

Robo-Raccoons use a Raccoon Familia*r (B3)* as the base creature.

STEGOGEAR– CR 11

Gargantuan N Magical Beast (Battlechanger)
XP 12,800
Init +6 **Senses** Darkvision 60 ft, lowlight vision, scent, perceive unencrypted radio/television and wifi signals, Perception +16

Defense
AC 24 **Touch** 8 **Flatfooted** 22 (-4 size, +2 DEX, +16 natural)
HP 12d8 +36 hp (90 HP)
FORT +13 **REF** +10 **WILL** +5
Defensive Abilities Light Fortification (25% chance to ignore critical hit)
Immune poison, disease

Offense
Spd 40 ft
Melee +18 tail (4d8+14 bludgeoning plus 1d6 fire, 20/x2 plus trip, 30 ft reach)
Ranged +7 onboard anti-matter cannon (3d10 energy*, 20/x2, 40 ft range increment, single shot)
Special Qualities Freeze (in alt-mode only), No Breath

Statistics
Str 27 **Dex** 14 **Con** 17 **Int** 2 **Wis** 13 **Cha** 10
Base Atk +9 **CMB** +21 **CMD** 33 (37 vs trip)
Feats Cleave, Fuelon Carnivore^{B}, Great Fortitude, Improved Initiative, Improved Overrun, Power Attack, Weapon Focus (tail)
Skills Perception +16
Gear anti-matter cannon (salvage)

Ecology
Environment warm Technysian plains (any land outside the Steel Sector)
Organization solitary, pair or herd (3d4)
Treasure none

SPECIAL ABILITIES

Anti-Matter Cannon (EX)
The Stegogear’s anti-matter cannon fires blasts of an unspecified energy type not subject to energy resistance or immunity.

Fuelon Reserve (EX)
The Stegogear has 5 points in its Fuelon reserve. It can expend a point of Fuelon to achieve a number of results, described fully in the appendix.

Alt-Mode

The Stegogear can assume the form of a gigantic tracked crane. Its spinal plates become solar power cells in this mode, and its tail becomes a high-impact wrecking unit.

Classification Gargantuan Ground Worker
Armor Class 30
Damage Reduction 10/magic
Spd 20 ft
Maximum Load 100,000 lbs
The Stegogear cannot be bullrushed, tripped or repositioned in its alt-mode.

NATURE

Though the Stegogear is a lumbering behemoth, it is far from gentle or placid. It greets anything larger than man-sized entering its territory with a threat display that rapidly turns to full-on violence. This house-sized mechanoid draws most of its power needs via solar cells arranged along its spinal armor. Its alt-mode treads are visible as additional armor plating on each limb. The Stegogear is capable of belching out anti-matter sludge capable of vaporizing steel; its throat and digestive system are protected from its own anti-matter by a complex magnetic bottle system.

The Stegogear uses a Stegosaur *(B1)* as the base creature.

TANK RAVAGER – CR 4

Medium N Magical Beast (Battlechanger)
XP 1,200
Init +4 **Senses** Darkvision 60 ft, lowlight vision, scent, perceive unencrypted radio/television and wifi signals, Perception +5

Defense

AC 19 **Touch** 14 **Flatfooted** 15 (+4 DEX, +5 natural)
HP 3d8 +6 hp (19 HP)
FORT +5 **REF** +7 **WILL** +2
Defensive Abilities Light Fortification (25% chance to ignore critical hit)
Immune poison, disease

Offense

Spd 30 ft, Climb 20 ft
Melee +6 bite (1d6+3 piercing, 20/x2 plus grab), two +6 claws (1d3+3 slashing, 20/x2)
Ranged +8 onboared rocket launcher (8d8 fire, 20/x2, 100 ft range increment, single shot. This weapon has a 10 ft blast radius; R-DC 15 half for secondary targets within this radius.)
Special Qualities Freeze (alt-mode only), No Breath

Statistics

Str 16 **Dex** 19 **Con** 15 **Int** 2 **Wis** 13 **Cha** 6
Base Atk +2 **CMB** +5 (+9 grapple) **CMD** 19 (23 vs trip)
Feats Fuelon Carnivore^{B}, Skill Focus (stealth), Weapon Finesse
Skills Acrobatics +8, Climb +11 Perception +5, Stealth +11 (+15 in undergrowth)
Gear Anti-Armor Rocket Launcher (salvage)

Ecology

Environment any Technysian forest (any land outside the Steel Sector)
Organization solitary or pair
Treasure none

SPECIAL ABILITIES

Anti-Armor Rocket Launcher (EX)
The Tank Ravager's built-in rocket launcher has superior onboard guidance systems, providing the rockets with a +2 bonus on ranged attacks. However the weapon cannot arm within 50 ft of the Tank Ravager.

The rocket ignores the first 10 points of Hardness or nonmagical Damage Reduction against its primary target. This doesn't apply to secondary targets caught within the blast radius.

Fuelon Reserve (EX)
The Tank Ravager has 5 points in its Fuelon reserve. It can expend a point of Fuelon to achieve a number of results, described fully in this sourcebook's appendix.

Alt-Mode

When the Tank Ravager is threatened, it reconfigures itself into a spindly, seemingly fragile, one-person hover-cycle.
Classification Medium Ground Speedster
Armor Class 17
Damage Reduction 5/-
Spd 1,000 ft
Maximum Load 120 lbs
In alt-mode, the Tank Ravager can move at up to 10x its base land speed (10,000 ft) when making the charge or withdraw action, so long as it moves in a straight line. By expending a point of Fuelon, the Tank Ravager can make an additional move (but not move-equivalent) action in a turn.

NATURE

Tank Ravagers are dangerous Technysian predators who get their name from the Hell they can unleash on unwary armored fighting vehicles. Tank Ravagers can derive nutrition from consuming both organic and mechanical prey, so after cracking the hull, they tend to feast on the drivers and crew inside. Tank Ravagers resemble mechanical panthers with dull, metallic and polymer hulls in low-visibility earth tones. They are equipped with short-range anti-armor missile pods on each haunch.

The Tank Ravager uses a Leopard *(B1)* as the base creature.

TECHNOCORN – CR 5

Huge CG Magical Beast (Battlechanger)
XP 1,600
Init +3 **Senses** Darkvision 60 ft, lowlight vision, scent, perceive unencrypted radio/television and wifi signals, Perception +10
Languages Celestial, Tech-FG
Aura magic circle against evil

Defense
AC 18 **Touch** 11 **Flatfooted** 15 (-2 size, +3 DEX, +7 natural, +2 deflection vs evil)
HP 4d10 +12 hp (34 HP)
FORT +7 **REF** +7 **WILL** +6 (+2 resistance vs evil)
Defensive Abilities Light Fortification (25% chance to ignore critical hit)
Immune charm, compulsion, poison, disease

Offense
Spd 60 ft
Melee +7 gore (1d10+4 piercing, 20/x2), two +4 hooves (1d4+2 bludgeoning, 20/x2)
Ranged +5 onboard shotgun (2d10 ballistic, 20/x2, 30 ft range increment, semi auto)
Special Attacks powerful charge (gore, 2d10+8 piercing)
Special Qualities Freeze (in alt-more only), Magical Strike, No Breath, Wild Empathy +17
Spellcasting Spell-Like Abilities (CL 9th Concentration +16)
***At Will* –** detect evil (as a free action)
- light
- stabilize

5x/day – cure light wounds
1x/day – cure moderate wounds
- greater teleport (within its territory only)
- neutralize poison (F-DC 21)

Statistics
Str 18 **Dex** 17 **Con** 16 **Int** 11 **Wis** 21 **Cha** 24
Base Atk +4 **CMB** +10 **CMD** 23 (27 vs trip)
Feats Fuelon Carnivore^{B}, Multiattack, Weapon Focus (horn)
Skills Acrobatics +8, Fly +8, Perception +10, Stealth +8, Survival +7 (+10 in forests)
Gear Mossberg shotgun (salvage), masterwork healer's kit, masterwork surgery kit

Ecology
Environment warm Technysian plains and urban (any land outside the Steel Sector)
Organization solitary or mated pair
Treasure incidental

SPECIAL ABILITIES

Fuelon Reserve (EX)
The Technocorn has 5 points in its Fuelon reserve. It can expend a point of Fuelon to achieve a number of results, described fully in the appendix.

Magic Circle against Evil (SU)
This ability continually duplicates the effect of the spell. The Technocorn cannot suppress this ability.

Magical Strike (EX)
A Technocorn's attacks are treated as magic, good weapons for the purposes of Damage Reduction.

Wild Empathy (SU)
This works like the druid's wild empathy class feature, except the Technocorn has a +6 racial bonus on the check. Technocorns with druid levels add this racial modifier to their wild empathy checks.

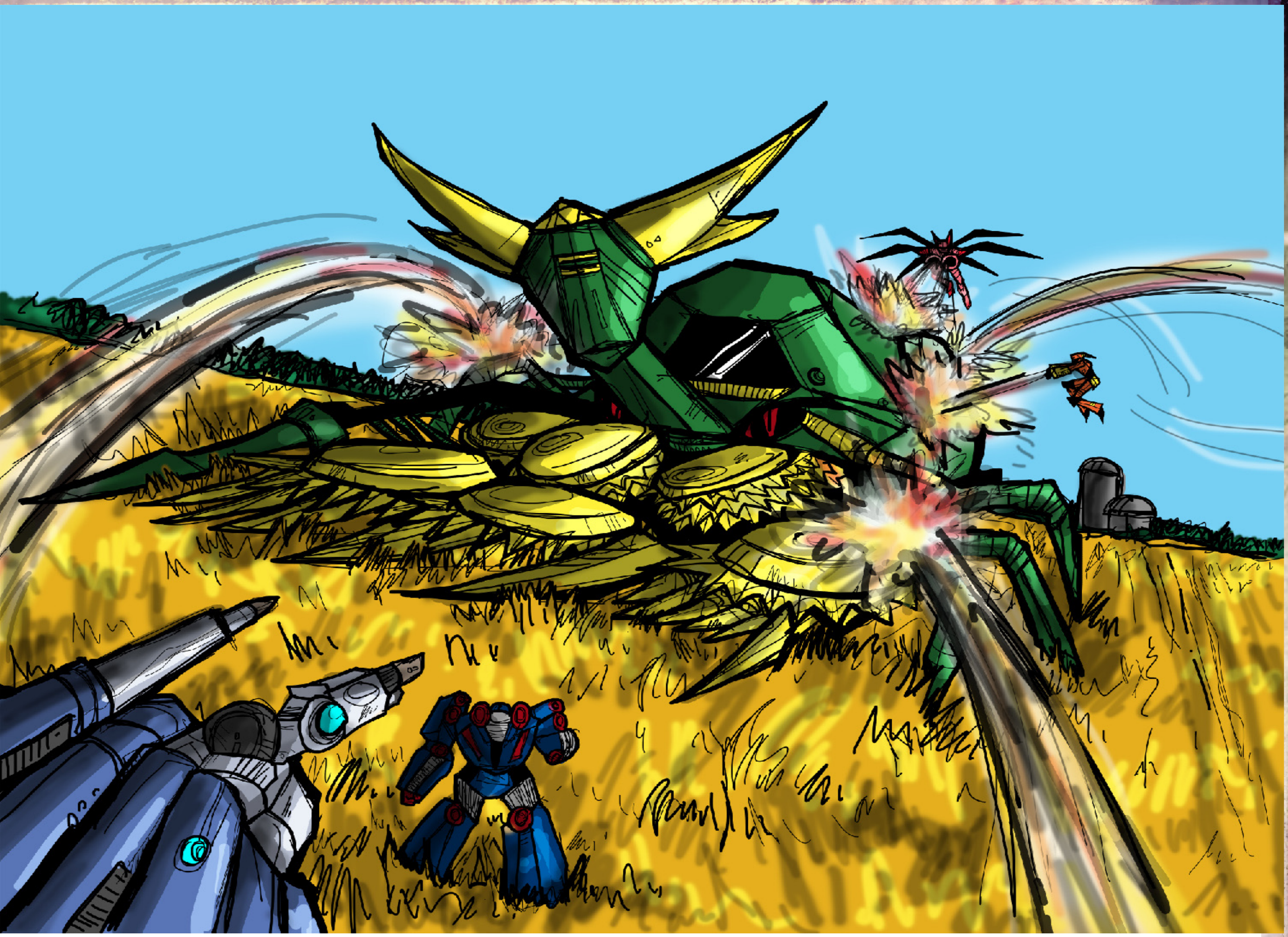
Alt-Mode

The Technocorn transforms into a petite air ambulance hover-coptor. In this mode, it's silver and platinum hull is marked with crimson medical livery.
Classification Huge Sky Rescue
Armor Class 18
Damage Reduction 5/-
Spd 500 ft (average)
Maximum Load 3,000 lbs
The Technocorn gains Hover as a bonus feat while in alt-mode.

NATURE

Technocorns are protective and benevolent equine machines that make their homes near Technysian techno-wombs and ancient sacred sites. Unlike organic unicorns, these bio-mechs live in close proximity with Battlechangers, though they are nowhere near as common as they were during Technys' golden age. Technocorns are strong allies for the ***Freegear***, and their compassion helps many unaligned Battlechangers survive the ***Tyrakron's*** brutal regime. Tehcnocorns resemble enormous platinum horses with a long, energized lance atop their skulls. Their manes and tails, as well as the complex glyphs adorning their hulls, are blood red. A shotgun-like weapon is built where the nostrils would be on an organic horse. A Technocorn can transform into a single pilot hover-coptor for increased mobility.

The Technocorn uses an Unicorn *(B1)* as the base creature.



WILD MACHINE – CR 10

Gargantuan N Magical Beast (Battlechanger)
XP 9,600
Init +2 **Senses** Darkvision 120 ft, perceive unencrypted radio/television and wifi signals, Perception +14
Languages understands one Tech-* dialect, but cannot speak
Aura Saw Grind (30 ft, 4d10 slashing, R-DC 20 negates)

Defense

AC 21 **Touch** 2 **Flatfooted** 21 (-4 size, -2 DEX, +17 natural)
HP 11d8+55 hp (104 HP)
FORT +12 **REF** +1 **WILL** +3
Defensive Abilities Light Fortification (25% chance to ignore critical hit)
Immune poison, disease, mind-affecting effects

Offense

Spd 40 ft, Flight 60 ft (poor)
Melee +23 bite (3d10+15 slashing, 18-20/x2 plus ongoing Bleed 5) and two +19 slams (2d10+15 bludgeoning, 20/x2)
Ranged four +0 lasers (3d10 fire, 20/x2, 1,000 ft range increment, single shot)
Special Attacks Trample (4d10+16 bludgeoning, F-DC 26)
Special Qualities Freeze (alt-mode only), No Breath

Statistics

Str 40 **Dex** 6 **Con** 21 **Int** 5 **Wis** 10 **Cha** 4
Base Atk +8 **CMB** +27 (+29 sunder) **CMD** 35 (41 vs trip)
Feats Cleave, Fuelon Carnivore, Great Cleave, Greater Sunder, Improved Initiative, Improved Sunder, Power Attack
Skills Fly -16, Perception +141

Ecology

Environment warm and temperate plains
Organization usually solitary, sometimes pairs or herds (3-8)
Treasure none

SPECIAL ABILITIES

Fuelon Conversion (EX)
The Wild Machine can convert solar energy and caloric energy gained from harvesting massive amounts of organic crops into a trickle of life-sustaining Fuelon. It recovers 1d4+1 points of Fuelon in a day of ordinary harvesting, or 2d4 points of Fuelon if intensively harvesting. In 'intensive harvesting' mode it partially transforms and moves so rapidly that the Wild Machine loses its alt-mode Freeze quality.

Fuelon Reserve (EX)
The Wild Machine has 7 points in its Fuelon reserve. It can expend a point of Fuelon to achieve a number of results, described fully in this sourcebook's appendix.

Mini-Missile Flurry (SU)
As a full round action, the Wild Machine can unleash a mini-missile flurry against all targets within 500 ft who do not have total cover. The Wild Machine can target up to 5 targets, inflicting 7d8 damage (half fire/half ballistic). This attack offers a DC REF 20 Save for half damage.

The Wild Machine can unleash up to three (3) mini-missile flurries per day.

Saw Grind (EX)
The Wild Machine's harvester saws become a lethal defensive array, girding the gigantic robot. They slice apart anything – robot or organic – that gets too close. All creatures within 30 ft of the Wild Machine suffer 6d10 slashing damage per round of exposure. A DC 20 REF Save negates the damage, but a new save must be made each round.

Alt-Mode

The Wild Machine was created from a heavy-duty John Deere harvester, and lurks in this alt-mode when not actively hunting.
Classification Gargantuan Ground Worker
Armor Class 27
Damage Reduction 5/-
Spd 100 ft
Maximum Load 112,000 lbs
The damage inflicted by the Wild Machine's Saw Grind aura increases to 10d10 slashing, R-DC 25 half in alt-mode.

NATURE

The Wild Machine uses the Goliath Stag Beetle (B2) as the base creature. It was given a modified "Juggernaut Grind" ability taken from the Juggernaut Worm in this sourcebook, to pump up its offenses, since its ranged options are pretty pathetic.

The surge of energy and data from a ***Genesis Engine*** sparks new Battlechanger life in complex mechanisms, creating both sapient robots, and robotic animals from ordinary vehicles and devices. A Wild Machine is a particularly dangerous example of the new Battlechanger life created by this energy surge.

The Wild Machine is a gigantic John Deere harvester unit that has been evolved into something that resembles a house-sized, bio-mechanical rhino beetle. Wild Minds are dimly sentient, and slightly more intelligent than organic insectoids. Most of the time, it remains inert on this alt-mode, quietly harvesting crops for its own ends, converting bio-energy and solar radiation into life-sustaining Fuelon. If discovered, or if Battlechangers of any type approach closer than 50 ft, it transforms into beetle mode and rampages. The Wild Machine typically begins combat with a barrage of relatively inaccurate lasers, which is more of a threat display than an actual assault, before closing to melee range to rend metal and flesh.

TRAPS AND NATURAL HAZARDS

The following threats represent traps, natural hazards and dangerous vegetation across the galaxy.

ASSEMBLY WALDOES – CR 3

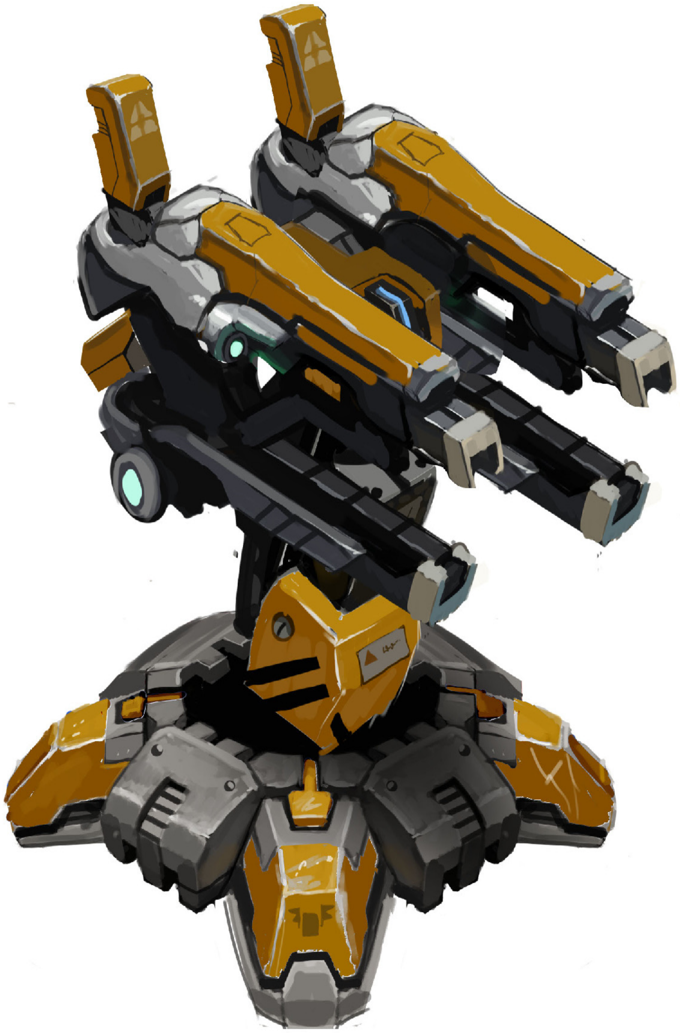
An automated fabrication system can be dangerous for anybody caught within the mechanisms while it's operational. If you're fighting in a factory, forge or starship drydock, you might push an opponent, or get tossed yourself, into a dangerous zone of sparking plasma welders, diamond grinders, and high velocity power hammers.
Type: mechanical trap (industrial hazard)
Perception: DC 10
Disable Device: DC 10
Trigger: proximity
Duration: one minute
Reset: automatic
Effects: attack +12 melee 2d10 fire or electrical (50% chance of either), plus attack +4 melee 1d8 bludgeoning and 1d4 slashing; multiple targets (up to 6, no two of which can be more than 10 ft apart)

BLOOD SILK – CR 6

Often used to decorate the palaces and harems of the galaxy's ultra-wealthy, these translucent, gauzy crimson silks are able to animate themselves. When provoked Blood Silk curtains and bedsheets become a whirling storm of razor sharp fibers, seeking out warm mammalian blood.
Type: magical trap
Perception: DC 30
Disable Device: DC 22
Trigger: visual
Duration: 1 round
Reset: automatic
Effects: Multiple targets (all creatures within a 30 ft x 30 ft area) attack +8 melee (3d6 slashing, 20/x4 crit)

DRONE TURRET – CR 3

Immobile defense turrets equipped with sensitive motion and video detectors provide a basic level of defense for military bases, pirate landing strips and private pleasure domes across the galaxy. The onboard AI of a drone turret is just keen enough to deliver a withering barrage of fire at anything approaching within its kill-zone.
Type: mechanical
Perception: DC 15
Disable Device: DC 28
Trigger: visual (will not attack targets wearing the official uniform or insignia of whoever deployed the device)
Duration: instant
Reset: automatic (Drone Turrets can reset automatically 1d6+1 times before their internal ammo supply is exhausted, after which they must be manually reset.)
Effects: +15 ranged attack (2d8 bludgeoning, crit 20/x3, 100 ft range)



LASER SLICER – CR 6

Concealed laser emitters fire high intensity blaster beams that neatly slice apart intruders. Laser Slicers are an extremely common trap, used by every faction from the Space Mafia to the ICG to no-name space-pirates just trying to protect their haul.
Type: mechanical
Perception: DC 24
Disable Device: DC 25
Trigger: touch (tripwire or pressure plate mechanism)
Duration: instant
Reset: automatic
Effects: multiple targets (up to 3 targets, no two can be more than 10 ft apart), +22 ranged attack (4d10 fire or force (GM's choice), 20/x3 crit)

LASER SLICER, ULTI-MAX – CR 8

This superior version of the Laser Slicer has been enhanced with the *laser max* spell, so that the trap always deals at least 40 points of damage!

Type: mechanical/magical
Perception: DC 24
Disable Device: DC 25
Trigger: touch (tripwire or pressure plate mechanism)
Duration: instant
Reset: automatic
Effects: multiple targets (up to 3 targets, no two can be more than 10 ft apart), +22 ranged attack (40 fire, 20/x3 crit)

MAGNO MINE FIELD CR 10

A web of thousands of drifting, spherical micro-explosive charges uses an intense magnetic field to not only to stay suspended but to seek targets. Enough metal enters the mine field, and boom! Magno Mine Fields are common anti-robot and anti-armor weapons.

Type: mechanical
Perception: DC 5
Disable Device: DC 30
Trigger: proximity (a Medium or larger metallic object or creature enters the area)
Duration: instant
Reset: none
Effects: Never Miss, onset 1 round. Multiple targets (all targets within a 50 ft spherical area suffer 10d10 points of Fire damage. Metallic targets and objects within this area also suffer an additional 5d10 points of Electrical damage.)

MECHA-ILLUMINATOR – CR 1

Establishments worried about android infiltrators often install Mecha-Illuminators in the entry way or at guarded access points.

Any mechanical lifeform (including Erobots, Synths, and other androids and cyborg species) passing beneath this high-tech, gadget equipped archway glows brightly, shedding bright illumination for 20 ft. Creatures with cybernetic implants are also effected, as the implants glow beneath the archway, shining through skin and organs in the case of internal devices.

MOLECULAR SHEAR PROJECTOR – CR 13

. Hidden projector in the walls and ceiling emit powerful gravity fields that rip objects and creatures within the area of effect along flat planes. Shearing objects along molecular shear planes enables this deadly trap to rip apart even the densest matter.

Type: mechanical
Perception: DC 18
Disable Device: DC 28
Trigger: visual
Duration: instant
Reset: automatic
Effects: Never Miss, onset 1 round. Multiple targets (all targets within a 20 ft x 20 ft room), 15d10 force damage which ignores hardness and non-magical damage reduction (average 83 force damage)

Nano Ooze Puddle Size	FORT Save DC	Acid Damage	Challenge Rating
Small (several gallons)	FORT DC 14	1d4/round	CR 3
Medium (swimming pool sized ooze)	FORT DC 16	1d6/round or 2d4 immersion/round	CR 4
Large (house sized or larger ooze)	FORT DC 22	1d10/round or 2d6 immersion/round	CR 6
Huge (size of a small lake or greater)	FORT DC 28	2d6/round or 3d6 immersion/round	CR 8

NANO OOZE – CR 3 TO CR 8

Centuries of industry on the Vulva Astranoma asteroid and other sites have caused the creation of nano ooze deposits. These translucent puddles of liquid ultra-technology are a mostly unwanted byproduct of wide-scale Erobot production. Merely touching the pale amber, honey like liquid can permanently transform an organic creature into a bio-mechanical lifeform.

Touching a Nano Ooze puddle provokes a FORT Save. Success indicates the victim merely suffers Acid damage, the intensity of which is determined by the pool's size. Failure indicates the creature loses their original racial traits, type and subtype and permanently becomes an ***Erobot***, gaining all applicable racial traits. Humans so transformed lose a single feat, and no longer receive bonus skill ranks when gaining new levels. The transformation requires 2d6 hours to complete. During this time, the victim is unconscious and helpless within a plasticine cocoon made of translucent amber nanotech.

The size of the Nano Ooze puddle determines the FORT Save DC. Creatures successfully saving do not need to make FORT Saves against that ooze for 24 hours, merely suffering acid damage on each future contact.

ORGASMA MIST TRAP – CR 8

A plume of pinkish Orgasma Mist blasts out from a concealed vapor jet. This trap can also be an unintended hazard; galactic opium dens and pleasure palaces might leak chemicals statistically equivalent to Orgasma Mist if their mechanisms are damaged in a brawl.
Type: mechanical trap
Perception: DC 25
Disable Device: DC 22
Trigger: touch
Duration: instant
Reset: manual
Effects: poison gas (Orgasma Mist), Never Miss, onset 1 round. Multiple Targets: All targets in a 10 ft x 10 ft area.

ORGASMA MIST

Type: inhalation poison
Save: FORT DC 16
Frequency: 1/round for 8 rounds
Initial and Secondary Effect: 1d8 Pleasure Damage
Cure: 2 saves
Cost: 200 gp/ DC 12
This cloying pink vapor causes uncontrollable orgasmic tremors. Victims bleed, not only from their genitals and mouths, but also from their eyes and ears as their brain tissue hemorrhages.
* Orgasma Mist is CR +3 when used to construct a trap.

PLEASURE CARPET – CR 7

A brightly dyed, intricately patterned red, black and golden carpet is really a nanotech-laced security system. Anyone stepping onto the soft carpet is immediately ensnared by blood red fibers that burn out their nervous systems with lethal orgasms
Type: mechanical trap
Perception: DC 28
Disable Device: DC 30
Trigger: touch (creature stepping onto the carpet)
Duration: 2d4 rounds
Reset: 1 minute
Effects: Combat Maneuver Bonus +14 (grabs and pins a Large or smaller target, inflicting 3d8 points of Pleasure damage per round the grapple is maintained. Pleasure Carpet releases after 2d4 rounds automatically.)

RESONATING PLEASURE FIELD – CR 12

Resonating Pleasure Field generators are base-ball sized spheres of bulky silver circuit components and an expertly faceted pale magenta *Yahn crystal* shard. Advanced sensors feed targeting data to the RPF, and when the device triggers, it sends out a pulse of blinding pinkish-yellow Pleasure energy. If the trap kills one or more targets via Pleasure overload, their dying neural impulses only feed additional energy into the RPF, worsening the effect.
Type: mechanical trap
Perception: DC 22
Disable Device: DC 26
Trigger: proximity
Duration: instant
Reset: automatic (1 minute)
Effects: Multiple Targets (all targets within a 60 ft cone), 10d6 Pleasure (REF DC 18 half); secondary effect: If any target is killed by Pleasure damage, the trap automatically triggers again. The RPF can trigger in this manner up to 3x in a single round; after that, the device's internal power supply is drained and it becomes inactive for 24 hours. Additional effect: All targets within the trap's area of effect when it triggers must succeed at a DC 20 FORT Save or be *blinded* for 2d4 rounds.

RUST SEAS – CR 2

Some planets, especially those suffering heavy industrial pollution, have dirty crimson seas that can quickly oxidize virtually any metal. Metal objects and creatures splashed with water from a Rust Sea suffer 1d6 HP damage, which ignores hardness and non-magical damage reduction. Full immersion by a metal object or creature inflicts 3d6 HP damage per round, again ignoring hardness and non-magical damage reduction.

Organic creatures take 1d4 acid damage per round of full immersion. The caustic fumes render any creature within 30 ft of the Rust Sea *sickened* unless they succeed at a DC 15 FORT Save. If a creature makes its save against the Rust Sea, it is immune to the sea's sickening effects for 24 hours.

SOLAR FLARE RAPTORS – CR 9

Worshipped as avatars as The Flier by Tal-Anon spacers, Solar Flare Raptors spontaneously generate within the nuclear hearts of main sequence stars. Eagle-shaped collections of solar plasma, these bird shaped solar flares fly through deep space, drawn to havoc by the warp-engines of starships, posing a critical hazard to interstellar travel. They have a wingspan hundreds of feet long, and are composed of intense, radioactive plasma discharges, without a physical body. They often accompany Energix Pregnancy swarms, and like those are portions of the stellar lifecycle.

Moving at high percentages of lightspeed, Solar Flare Raptors are hard to detect until almost the last momenet. A DC 25 Perception check allows a creature or starship one round to prepare. A Solar Flare Raptor affects all creatures in a 500 ft radius, dealing 10d6 fire damage.

Additionally, all creatures in the affected area must succeed at a DC 19 FORT Save or suffer 1d6 STR and CON damage, from cosmic radiation. Partial cover from ice or force (such as the corresponding 'wall of' spells) reduces the damage by 25%. Total cover from ice or rock in one or more directions reduces the damage by 50%. Only total cover in all directions from ice, rock or force prevents the damage.

STASIS CRYSTALS – CR 5

Stasis Crystal deposits are spikey bundles of aquamarine crystals found in dark, damp, mineral rich environments. These crystalline deposits are often found near rich Yahn crystal deposits, making them a hazard for adventurers and asteroid miners alike. These crystals trap mobile, mammalian life, leaching minerals and trace elements from their victim over the course of months or years, increasing the size of their own deposits.

Type: natural hazard
Perception: DC 20 or Profession (miner) DC 15
Disable Device: None
Trigger: proximity
Duration: instant
Reset: none
Effects: attack +15 melee (1d4 points of temporary CON damage), Targets damaged by the trap must succeed at a DC 20 FORT Save or be encapsulated by a rapidly expanding crystalline matrix. While trapped within this matrix, the target is affected as if by Stasis, save that he permanently loses 1 HP per day within the crystal. The Stasis Crystal can be broken to release the trapped victim; the dense crystal has Hardness 10 and 100 HP.

SUIT RIPPER ANTI-PERSONNEL MINE – CR 4

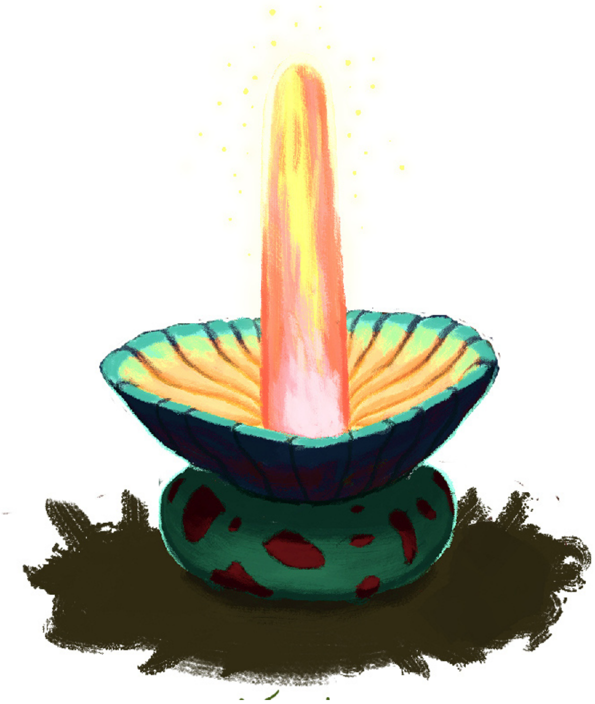
These spherical, golf ball sized mines can magnetize themselves for better concealment. When the devices detonate, they launch a rain of needle-like slivers with micro-serrations on the cutting edge that can shred unarmored flesh and punch through most commercial space suits.

Type: mechanical
Perception: DC 20
Disable Device: DC 16
Trigger: proximity
Duration: instant
Reset: none
Effects: never miss, no onset time. (6d6 slashing, REF DC 15 half. Targets must make a second DC 15 REF Save or have any non-magical space suit punctured, removing its life support capabilities.) Multiple targets (all targets within a 30 ft burst).

SUNBURNER PLANTS – CR 1 OR CR 4

Sunburner plants are a common hazard. These thermophilic plants have colonized multiple worlds, and are capable of destroying native vegetation and overwhelming an unprepared ecosystem. Sunburner plants have highly reflective metallic fiber leaves that they the plants can swivel and contract to follow the sun; this warmth provides vast energy. When a Sunburner plant detects movement, it can rapidly shape its leaf-structure to focus this ambient heat into a dangerous laser, incinerating small animals and protecting itself from predation. The decay products of burned animals provide rich soil for the plant.

An encounter with an individual Sunburner Bush, or a small colony is significantly less dangerous than an encounter with an entire field colonized by Sunburner plants. Sunburner Plants cannot fire their heat beam at night, or when the weather is extremely cloudy or overcast, and the plants become basically inert during these times.



SUNBURNER BUSH CR 1

An individual Sunburner Bush has an effective tremorsense 30 ft radius, and makes a ranged touch attack against any target within this area that larger than Size Tiny. The average Sunburner Bush has 6 HP, is immune to Fire and vulnerable to Cold damage. Sunburner Bushes are easy to spot, requiring only a DC 10 visual Perception check to detect from up to a mile away, due to their bright, reflective leaves.

Sunburner Bush Heat Beam (+4 ranged touch, 2d6 fire, 20/x2, 30 ft maximum range)

SUNBURNER FIELD CR 4

A particularly large colony of Sunburner plants occupies an area up to several hundred square feet. Their tremorsense extends to 100 ft, and the Sunburner Field can make up to 1d6+1 ranged attacks per round at any targets within this range. A Sunburner Field has at least 60 HP, is immune to Fire and vulnerable to Cold damage. Sunburner Fields are so easy to spot, it requires only a DC 0 visual Perception check to detect one at up to a mile away.

Sunburner Field Heat Beam (+8 ranged touch, 6d6 fire, 19-20/x2, 100 ft maximum range)

VORE FLORA – CR 4

Various kinds of carnivorous, acidic plant life exist throughout the galaxy. Most are deeply buried, concealing the majority of their substance beneath the topsoil or other ground cover. When the vibrations of large creatures passing nearby trigger them, Vore Flora lash out with several strong, barbed tendrils, attempting to pull their prey into the plant's buried digestion chamber.
Type: natural hazard
Perception: DC 25 or Survival DC 20
Disable Device: Not applicable. Use Survival DC 25 to kill or nullify the danger the plant poses.
Trigger: proximity
Duration: 6 rounds
Reset: automatic
Effects: 1d4+1 attacks +8 melee (1d8 bludgeoning plus 1d6 acid). If two or more attacks hit the same target, the Vore Flora makes a Combat Maneuver at a +12 bonus and pulls the target into its space. If this is successful, the target automatically suffers 2d8 acid damage per round. If the target is still alive after 6 rounds, or still struggling, the Vore Flora spits out or releases its prey and sinks back into the soil.

VORE FLORA, NEUROTOXIC – CR 9

Instead of mere digestive acids, this highly evolved form of Vore Flora uses a pleasure giving sap to subdue its prey even as its digestive enzymes break them down. Soon after attacking animal prey, the Vore Flora sprays them with neurotoxic Pleasure chems, which render even the strongest and most stubborn prey more tractable.
Type: natural hazard
Perception: DC 25 or Survival DC 20
Disable Device: Not applicable. Use Survival DC 25 to kill or nullify the danger the plant poses.
Trigger: proximity
Duration: 6 rounds
Reset: automatic
Effects: 1d4+1 attacks +12 melee (2d6 bludgeoning plus 1d6 acid). If two or more attacks hit the same target, the Vore Flora makes a Combat Maneuver at a +16 bonus and pulls the target into its space. If this is successful, the target automatically suffers 3d6 acid damage and 3d6 Pleasure damage per round. If the target is still alive after 6 rounds, or still struggling, the Vore Flora spits out or releases its prey and sinks back into the soil.

Never Miss, onset 2 rounds. 4d6 Pleasure damage, multiple targets (all targets within a 10 ft radius).

XENOGAMETE MOLD – CR 2

Xenogamate Mold is a dark black fungal infection that releases xeno-infectious spores that spread the Xenoguant corruption. Bruised, violet fruiting bodies grow slick of sticky black ichor. Xenogamate Mold is commonly found in dark, moist areas near active Xenoguant infestations, possibly spread by the creature's scat and mucous.

Any living creature merely coming within 30 ft of a patch of Xenogamate Mold must succeed at a DC 12 FORT Save or contract an inhalation version of Xeno-Infection. Any amount of Fire damage, or at least 5 points of Cold or Acid damage kills a 5 ft square patch of Xenogamete Mold. Xenogamate Mold can be identified with a DC 12 Knowledge (nature) or Survival check.

XENO-INFECTION

Type: inhalation disease
Save: FORT DC 12
Onset: 12+2d6 hours
Frequency: 1/hour
Effect: 1d4+1 CON damage
A creature reduced to 0 CON by this disease is agonizingly slain and within 1d4 rounds of their death, an immature ***Xenonate*** (this sourcebook) erupts from the corpse unless the body is completely destroyed before this occurs. The Xenonate's eruption destroys the corpse.
Cure: 2 consecutive saves

HEAVY HAUNTS

There's ghosts in the future too. Strange ones, with strange powers over flesh and metal. Here are the stories of a few.

CYBERNETICS FOUNDRY (OFFENSIVE CYBER SURGERY) CR 4

Ancient space stations and long-abandoned military cyberization facilities still have active surgical suites. Glitchy and mal-programmed, these dust-covered, half melted AI surgeons now apply their laser scalpels and flesh-suturing welders to anyone unfortunate enough to enter the ruins of the surgical suite- not just the approved patients they were programmed for centuries ago.

XP: 1,200

Alignment and Area: lawful neutral (a 15 ft x 15 ft surgical suite)

Caster Level: 14th

Notice: Perception DC 22 to notice glowing LEDs and minor subsystems still active among the ruined med-droids and surgical facilities.

HP: 8

Weaknesses: Tricked by Stealth. The Cybernetics Foundry makes a caster level check rather than a Perception check to detect targets moving within its area.

Trigger: Any living creature entering the surgical suite.

Reset: 1 Day.

Effect: Living creatures entering the haunt's area are affected by the Offensive Cyber Surgery spell. The haunt implants a random cybernetic device designed to either directly improve physical capabilities (improve STR, DEX or CON scores), cyber armor to increase the victim's AC, or an implanted weapon system of some type. The Cybernetics Foundry was originally designed to create fierce cyber-warriors, and it still attempts to do so even after the war it was created to fight is long forgotten.

Destruction: A full conversion cyborg must either be destroyed at the site of the haunt, or all offensive cybernetic systems must be removed and replaced with more peaceful systems.

DISCO DOOM (IRRESISTIBLE DANCE) CR 10

Long forgotten dance clubs, abandoned pleasure domes and zombie-haunted crime-stations occasionally ring with the psychic ghost of dance music from a century ago. Flashing, multicolored lights blast away thought, forcing explorers and tomb raiders to dance uncontrollably.

XP: 9,600

Alignment and Area: 40 ft x 20 ft chamber or corridor in an abandoned space station.

Caster Level: 16th

Notice: Perception DC 21 to notice faint disco music from a previous decade or century echoing through the halls or over your comms network

HP: 16

Weaknesses: Characters who have chosen Elvis Presley the Uncrowned King as their patron deity receive a +4 circumstance bonus on WILL Saves against this trap. Elvis worshippers got no time for disco.

Trigger: When any sentient creature enters the area.

Reset: 1 hour

Effect: Any target entering the area must succeed at a DC 18 WILL Save or be affected by *Irresistible Dance.*

Destruction: At least 500 gp worth of disco data-crystals or other storage mediums must be placed at the center of the haunt, and burned by hand lasers.

FAILED GENE ARK [SUMMON NATURE'S ALLY 8] CR 4

Gene Arks are ancient Psyren terraforming devices- massive pillars of translucent obsidian filled with glowing blue circuitry that stand nearly ten meters high. Abandoned across the galaxy, Gene Arks might be found in open plains, lost jungles and burning deserts- randomly birthing badly mutated animal forms intended to help colonize other ecosystems. The true purpose of these devices has long been forgotten.

XP: 1,200

Alignment and Area: chaotic neutral (a 30 ft tall, 10 ft wide pillar)

Caster Level: 14th

Notice: DC 0 to notice the large black pillar under most circumstances.

HP: 8 HP for the haunt (spell effect); See below for the Gene Ark's physical statistics.

Trigger: When a living humanoid touches the pillar, or rain falls on the pillar, it activates.

Reset: 1 day.

Effect: When the pillar is activated, it randomly generates a creature from the Summon Monster VIII list, or 1d4+1 creatures from the Summon Monster VII list. These creatures remain in the eco-system until slain, and do not disappear when killed.

Destruction: The physical destruction of the Gene Ark will suffice. This tall spire has Hardness 15 and 150 HP. It is immune to Cold, Electrical and Fire damage.

ROBOTICATION FIELD [GYNOID FORM] CR 5

Assembly foundries for sex robots and unlicensed slave Erobots, as well as the places where large numbers of sex droids are killed or exploited, can become imbued with a kind of spirit of servitude that transforms sentient women into nearly mindless mechanical slaves.

XP: 1,600

Alignment and Area: lawful evil (a 25 ft square area near a robot assembly line or mechs-only bordello or snuff-arena)

Caster Level: 8th

Notice: Perception DC 21 to notice a silvery sheen to the air and that metal seems vaguely liquid, sticky in the surrounding area.

HP: 36 HP

Weaknesses: Male creatures are not detected or affected by the Robotication Field haunt.

Trigger: When a female humanoid enters the area.

Reset: 1 day

Effect: When a female humanoid enters the haunted area, she must succeed at a DC 15 WILL Save or be affected as if by *Gynoid Form* (see Heavy Weapons). Her default Master is the owner or operator of the haunted location. The haunt is not considered triggered until a female humanoid succumbs.

Destruction: A new Erobot must be constructed on the site, which usually requires several days of effort and the assistance of several highly skilled engineers. Unlike other Erobots, who are contracted for sexual and companion service for the first decades of their existence, this Erobot must be freed the moment it comes on line.

HEAVY DISEASES

"After AIDS there was NRS, after NRS there was UBT…."
- Demolition Man, Warner Brothers, 1993

Got a case of the Galactic Cockrot?
Seriously, get that cured before everything falls apart down there. Heavy Future isn't exactly clean, and its isn't exactly sterile. It may be the future, but it's a dirty one. Drugs, inter-species sex, insanity… any number of nasty little bugs can lay a spacer low.

Heavy Future is a damn dirty version of the future, and several all-new diseases give the future its distinctive grit and grime.

NEW RULES: SPECIES KEYED AND SPECIES SPECIFIC DISEASES

The 46th Century's advanced medical and bio-warfare sciences allow for the engineering of specific diseases. Certain diseases may either be species keyed or species specific.

Species specific diseases only affect a single species (or a small cluster of closely related species, such as humans, half orcs and half elves). Other species cannot contract the disease, though they may unknowingly become carriers.

Species keyed diseases are genetically engineered for increased virulence against a single species, though they can normally affect other species as well. Increase the FORT Save DC of a species keyed infection by +5 against members of the targeted species. The GM may increase the DC of the keyed disease by +2 against members of closely related or hybrid species (such as humans suffering from a disease intended to wipe out half elves).

ALGON HEMOPHAGE

This deadly disease breaks up blood cells so rapidly the victim's blood trickles from their eyes, noses and every mucus membrane. Even causal contact cause deep bruising and skin sloughing, and more serious injuries cause rapid blood loss. Algon Hemophage is so rapidly fatal it makes an ideal tactical bio-weapon- it usually kills victims before they can travel far enough to cause an exponential infection spread.
Type: injury
Save: FORT DC 12
Onset: 1 minute
Frequency: 1/hour
Effect: 1 CON damage. While suffering Algon Hemophage, the creature suffers 1 point of ongoing *bleed* damage from any form of physical damage. It requires a DC 15 Treat Injury/Heal check or any amount of magical or psionic healing to stop the bleeding, and the effects of multiple injuries are cumulative.
Cure: 2 consecutive saves

BARRACKS LICE

Barracks Lice is a common complaint among mercs, spacers and soldiers. Any one living in close proximity better have scrupulous hygiene or they'll be an outbreak of these nasty little arthropods.
Type: contact
Save: FORT DC 10 to avoid, FORT DC 14 to overcome
Onset: 1d3 days
Frequency: 1/ day
Effect: 1d2 STR. Barracks lice feed on blood and can cause weakness, anemia and muscle tremors.
Cure: 2 consecutive saves

BUNNY FEVER

Bunny Fever is a mildly mutagentic flu left over from a failed commercial gene-modding ad campaign. Originally, the Bunny gene-mod was going to be a short-duration temporary mod, advertising the swinging-est new night spot of the mid 27th Century. Things went wrong, and the "Bunny Fever" is still around, still mutating the occasional unfortunate space-girl, though vaccines and medical countermeasures are common.
Type: contact, species specific (Humans)
Save: FORT DC 12
Onset: 1d4 days
Frequency: 1/day
Effect: 1d2 DEX. Bunny fever causes only mild disorientation and dizziness. However, if the disease remains treated for more than 4 consecutive days, female sufferers gain gain the Anthro subtype, a +2 racial bonus on Acrobatics and Perform (dance) dance and Gifts of Ecstasy as a racial bonus feat, but suffer a permanent -2 racial penalty to INT. The disease terminates.

Once this change occurs, it is permanent and does not fade even if the disease is later cured. Males suffer minor DEX damage but are merely carriers of the disease.
Cure: 2 consecutive saves

CHROME VIRUS

More than a few unscrupulous robo-slavers infect their chained Erobots with the Chrome Virus, putting them out on the strip as prostitutes, using the disease as a potentially deadly trap. Sexual contact with an affected Erobot passes the Chrome Virus – a nanotech plague contained in the Erobot's sexual and lubricating fluids. The Chrome Virus rewrites the victim's body and mind, transforming organic

lifeforms into another submissive robot.
Type: contact
Save: FORT DC 12 + the Erobot's CON modifier
Onset: 3d6 minutes
Frequency: 1/hour
Effect: 1 INT damage. Targets cannot be reduced below INT 3 by this disease. While suffering from the Chrome Virus, the target is affected as by *Gynoid Form,* save that this nanotech STD can also affect male victims. The gynoid's default master is the Erobot that infected him or her, usually reporting to a robo-slaver.
Cure: 2 consecutive saves

CRUCIFECTOR

The nastiest of Nazarites on New Kingston cooked up this bio-weapon in their red, gold and green painted gene-labs. Crucifector is a gene-targeted virus designed to kill off Jesus Clones, who the Nazarites loathe as ultimate blasphemy. Crucifector was engineered with DNA samples from a shard of the True Cross – Jesus Clones slain by the disease rot and harden. Their corpses resemble ancient wood the dying's finally done.
Type: Injury, species specific (Jesus Clones)
Save: FORT DC 16
Onset: 2d6 hours
Frequency: 1/day
Effect: 1d4 CON and 1d3 DEX damage. While suffering Crucifector, a Jesus Clone's skin turns to something resembling dark, gnarled wood. They gain a +2 natural armor bonus to AC, but have their base land speed reduced to 20 ft. A Jesus Clone who dies of Crucifector will not naturally return to life- this disease negates their Roll Away the Stone racial trait.
Cure: 2 consecutive saves

DESIGNER DISEASES

Several of the more decadent colony worlds, particularly those under Space Mafia control consider lethal pathogens fashion accessories. The affectation for designer diseases is primarily a female Mafioso obsession, but a few Mafia dandies have let their wives or *gooma* infect them with something exceptionally hip. There's hundreds of different strains out there, each named for the fashion-sadist who came up with it, but they're all lumped under the heading of Designer Diseases.
Type: ingested
Save: FORT DC 12 resist; FORT DC 20 +1d6 overcome (roll each day)
Onset: 1 day
Frequency: 1/day
Effect: 1d4 CON damage. While suffering from a Designer Disease, you receive a circumstance bonus on Diplomacy and Perform checks equal to the CON damage suffered that day. This bonus only applies in cultures where such diseases are considered fashionable, or among Undead…. who find the process of dying beautiful.
Cure: 2 consecutive saves

DERMAL PLASTICIZATION

Dermal Plasticization is caused by a glitchy sequence of nanocolonies, normally found within the self-repair systems of most Erobots and many model of Synth. Sexual contact with humanoids allows these wild nanites to jump hosts to human skin tissue. Attempting to fulfill their original function, the nano-infection gradually turns the top layers of carbon-based epidermal tissue into a dense, slick polymer.
Type: contact
Save: FORT DC 18
Onset:3d6 hours
Frequency: 1/day
Effect: 1d3 DEX and 1d2 CHA damage. If Dermal Plasticization goes uncured for more than 5 days, the disease ends, as the wild nanites inflict a permanent change on the host and then die off.

The victim's skin hardens, granting the creature a +1 natural armor bonus to Armor Class and Damage Reduction 1/slashing or piercing. These effects stack with existing natural armor or Damage Reduction. However, their new plastic skin is not as supple, nor as flexible as humanoid tissue, and the victim suffers a permanent -2 penalty to their DEX score.
Cure: 4 consecutive saves

ENERGIX PREGNANCY

Energix are common pests, well known and well loathed by spacers. These fist sized bundles of plasma are native to hyperspace, and reproduce by using humanoids traveling through hyperspace as hosts. Zipping through the abdomen of a humanoid, the Energix leaves behind a charge of exotic energy and dark matter that progresses through a pregnancy in a matter of hours, resulting in a horrible 'birth'- an explosion deep within the victim's womb that births several new Energix parasites.

Energix parasites are closely related to ***Starseed Familiars***, as well as the ***Solar Flare Raptor*** hazard. All these phenomena are closey related to the reproductive cycles of living stars.
Type: contact disease (Hyperspace environments only)
Save: R-DC 20 to avoid; F-DC 16 to overcome
Onset: 1 hour
Frequency: 1/hour
Effect: 2d4 Fire damage, 1d4 Pleasure damage. If the disease goes untreated for a number of hours equal to the

months of a normal pregnancy for your species (9 hours for baseline humans), the Energix Pregnancy comes to term... explosively.

The victim suffers 5d6 points of Fire damage and 3d6 points of Pleasure damage. All creatures and objects within 30 ft suffer half damage (R-DC 15 none), and the disease ends. Dozens of new Energix parasites are created, blasting away in random directions to seek new hosts.
Cure: 2 consecutive saves

EROBOT ASSEMBLY GLITCHING

Computer viruses and uncleaned contact surfaces badly impair an Erobot's ability to reassemble itself. This disease is common among poorly maintained Erobots on the Fringe, or those enslaved by owners not scrupulous about their mechanical slaves' upkeep.
Type: injury, species specific (Erobots)
Save: FORT DC 20 or Repair DC 15 to overcome
Onset: 2d4 days
Frequency: 1/day
Effect: 1d4-1 INT damage. While suffering Erobot Assembly Glitching, the Erobot cannot reconfigure its gender, nor can its reassign its racial skill configuration. For each day beyond 72 hours it spends in a specific gender, the Erobot suffers a cumulative -1 morale penalty on all skill checks, attack rolls and saving throws. These penalties are removed when the Erobot successfully changes gender configuration.
Cure: 2 consecutive saves

EROTIC WASTING

Erotic Wasting is a sickness that rewrites the genetic code, destroys or impairs vital organ function at the same time it smoothes the skin, modifies fat deposits to give a more pleasing appearance. Slavers often infect their stock with Erotic Wasting and allow the disease to run its course for days before curing it, producing extremely beautiful pleasure-slaves that are too weak to easily escape. Let the disease progress too far, though, and all you have is an extremely beautiful corpse.
Type: ingested or inhalation
Save: FORT DC 18
Onset: 4d6 hours
Frequency: 1/day
Effect: Each day the disease progresses the sufferer suffers 1 point of permanent CON drain, but receives a +1 inherent bonus to his or her CHA score.
Cure: 2 consecutive saves

GALACTIC COCKROT

Galactic Cockrot is one of the nastiest STIs to evolve in the churning, Darwinistic cauldron of 25 centuries of interspecies sex. On males, the effects are obvious – weeping, necrotic lesions, pain, unsightly blisters and the rapid compromise of the immune system. Females are asymptomatic carriers, and the small, pus-filled amber blisters that warn of a Galactic Cockrot infection can be very easy to miss, especially for a drunk spacer on shore leave somewhere.
Type: contact
Save: FORT DC 18
Onset: 1d6+1 days
Frequency: 1/day
Effect: 1d3 CHA damage and 1 point of permanent CON drain. While suffering Galactic Cockrot, the character cannot engage in sex, nor use sexually-oriented feats or talents. Attempts to engage in sex require an additional FORT Save at the same DC, or the victim is *nauseated* for an hour.

Special: Only males suffer damage or nausea from this illness; females can be asymptomatic carriers.
Cure: 2 consecutive saves

GENDER REVERSAL GERM

This disease is rarely lethal, and does more damage to relationships and social bonds than to humanoid bodies. This disease is common among the various Space Case species, and is a common hazard in low-rent bordellos and pleasure pits.
Type disease, contact or injury
Save FORT DC 14
Onset 1d4 hours
Frequency 1/week
Effect 1d4 STR damage. In addition to the disease's main effect, a creature who contracts the disease must succeed at a second FORT Save or have his/her gender permanently reversed. The transformation requires 1d6 hours to complete and is uncomfortable. The target is considered *sickened* during this time. Once the transformation is complete, it is permanent, even if healing magic is used, the victim's original gender cannot be restored (except by re-infection).
Cure 1 save

GENOFORGE SICKNESS

This fearsome plague is an ancient and long-uncontrolled bioweapon that turns female sentients into agonized breeding facilities, birthing monsters. Females infected by the disease are spontaneously impregnated by strange, mutated creatures. These monsters grow in power and ferocity until the woman either dies in the birth, or is devoured by her maddened spawn.
Type: injury (natural weapon attacks from some Aberration and Vermin species)
Save: FORT DC 22
Onset: 2d8 hours
Frequency: 1/day
Effect: 1d2 CON damage. Each sunset, a female infected this disease suffers an additional 2d8 HP worth of damage from vaginal trauma and internal organ damage, and gives birth to a randomly determined creature from the Summon Monster spell lists. Initially, the victim gives birth to a creature on the Summon Monster I list; each day the disease goes untreated, she gives birth to a creature from a higher level Summon Monster list. The birthing process requires a number of minutes equal to the HP damage, and the woman is considered *helpless* during that time. Creatures created in this way are uncontrolled, and will often devour their 'mother'.

Special: Only females are affected by Genoforge sickness. Male hominids cannot even carry the disease.
Cure: 3 consecutive saves

GRAV HEMORRHAGES

A weakening of the blood vessels and arteries caused by prolonged exposure to zero gravity conditions, Grav Hemorrhages can permanently ground a spacer.
Type: injury (severe injuries in Zero Gravity environments only)
Save: FORT DC 16
Onset: 1d6 days
Frequency: 1/day
Effect: 1d3 CON damage. While suffering this disease, a character loses their Zero G Training feat. Each round spent in Zero Gravity environments inflict an additional 1d6 HP damage on the character, as micro-strokes and internal hemorrhaging take their toll.
Cure: 2 consecutive saves

MELTING DEATH

Melting Death is probably one of the worst ways to go imaginable. The disease is spread by bacteria growing in the digestive fluids of various Oozes. A poor bastard infected with Melting Death is probably going to be a screaming puddle of bubbling stinking rot and partially digested bone before 72 hours elapse, unless somebody does him the mercy of putting a blaster pistol to the back of his skull and pulling the trigger.
Type: injury (carried in the ichors of Oozes)
Save: FORT DC 14
Onset: 1d3 days
Frequency: 1/12 hours
Effect: 1d4 temporary CON damage; if a 4 is rolled, half the damage (2 pts) is permanent CON drain instead. The victim is effectively *paralyzed* and *helpless* during the disease's duration, as their muscles start falling off their bones like overcooked meat.
Cure: 2 consecutive saves

NEO LEPROSY

With the birth of the Jesus Clone race, the ancient and long cured disease leprosy reemerged, worse than ever. There's a rumor going 'round that the Imperial Church of the Galaxy gengineered the disease, just so their Jesus Clones could have something to 'miraculously' cure.
Type: injury or ingestion (spread by poorly coded *dues minima)*
Save: FORT DC 16
Onset: 1d6+2 days
Frequency: 1/day
Effect: 1d6-1 points of a random ability score. Roll D6, and the ability score damaged is 1/2 STR, 3/4 DEX, or 5/6 WIS. If the ability score damage is 4 or greater, 1 point of ability score loss is permanent drain instead.
Cure: 3 consecutive saves

OBSOLESCENCE VIRUS

The Obsolescence Virus afflicts only TV Heads, and can spread like a lethal flu among isolated populations of the bio-cyborgs. Most of the galaxy believes this disease is a naturally occurring mutation, a flaw in the gene-sequencing that only cropped up after several generations of TV Heads had been born.

Few realize that ***Hester Plantaganet's*** gene-cutters engineered the disease to 'humanely' eliminate last-gen TV Heads in favors of her newer, and more conformist models of cyborg. Hester herself is immunized against this virus; if somebody were to bleed her dry, it would make an effective vaccine for Obsolescence Virus.
Type: contact, species specific (TV Heads)
Save: FORT DC 14
Onset: 1d4 weeks
Frequency: 1/day
Effect: 1d4 INT and 1 WIS damage.
While suffering from the Obsolescence Virus, a TV Head's picture in picture cranial display dulls, the picture rolling, looping and shot with static. The TV Head suffers aches and trembling, numbed fingers, suffering a -2 penalty on all skill checks requiring delicate manipulation and on ranged attack rolls.
Cure: 2 consecutive saves

PACIFICIAN NUDITY FLU

A common social disease on Pacifica, this disease makes the skin dangerously sensitive. Even the most comfortable ordinary clothes are painful to wear, and armor is agonizing. On Pacifica, sufferers are placed in healing baths until the disease run its course.
Type: contact
Save: FORT DC 13
Onset: 1d8 hours
Frequency: 1/day
Effect: 1 DEX damage. While suffering Pacifician Nudity Flu, characters suffer 1d4 points of subdual damage per ten minutes spent clothed. Armor Proficiencies are temporarily lost while suffering the ailment. The disease will run its course and end in 2d6 days even if no treatment is applied.
Cure: 2 consecutive saves

PARTICLE FEVER

Though Particle Katanas burn hot enough to cauterize wounds as they are inflicted, micro-metallic charged particles can cause a deadly and rapidly progressing infection in the seared wound track.
Type: injury (removal of a limb by a Particle Katana or similar weapon)
Save: FORT DC 20
Onset: 1d8 hours
Frequency: 1/hour
Effect: 2d6 HP damage. The sufferer is considered *shaken* while suffering Particle Fever.
Cure: 3 consecutive saves

PLEASURE SLUG INFESTATION

Slimy neural parasites from swampy worlds slip into the bodily cavities of spacers wading through stagnant water. These slugs rapidly glow, increasing the victim's susceptibility to Pleasure weaponry, overloading the nervous system and using the stolen neural energy to increase their own mass and numbers.
Type: contact
Save: FORT DC 18 to avoid, FORT DC 14 to overcome

Onset: 2d4 days
Frequency: 1/day
Effect: 1d3 DEX damage. While suffering from Pleasure Slug Infestation, the victim suffers maximum damage from Pleasure effects. If the victim suffers 10 or more points of Pleasure damage from a single incident, he or she suffers an additional 1d4 DEX damage, and all future FORT Saves to over come the infection have their DC increased by +1.
Cure: 2 consecutive saves

PSYRENIAN OVERLOAD

A neural infection causes a Psyren's telepathic gifts to activate uncontrollably, linking her minds with those of everyone around her, as her own mind inexorably decays. This psi-plague brought down the Psyren Imperium, millions of years ago, and remains just as deadly to today's Psyren as it did to the telepathic witch-queens of the ancient past.
Type: injury, species specific (Psyren)
Save: FORT DC 16
Onset: 1d6 weeks
Frequency: 1/day
Effect: 1 permanent INT drain. While suffering Overload, the Psyren uncontrollably broadcasts her sensations to everyone within 30 ft. In addition to mundane sensations, if the Psyren is under a status condition (such as *blinded,* or *shaken)*, all creatures within 30 ft must succeed at a WILL Save (DC 10 + the Psyren's CHA modifier) or also suffer the status condition for as long as they remain within range.
Cure: 2 consecutive saves

PSI-BLIND SICKNESS

This neurological fever strikes telepaths and other psions hard, robbing them of their mental gifts and causing deadly fevers, disorienting hallucinations and possibly permanent brain damage.
Type disease, telepathic contact with an infected victim
Save FORT DC 15 (creatures with the psionic subtype suffer a -2 penalty on their save)
Onset 3d6 hours
Frequency 1/day
Effect 1d4 INT. While suffering from the disease, the victim cannot expend power points, nor can she regain Psionic Focus by any means.
Special If the disease remains untreated for more than 3 days, each day that ability damage is suffered, one point of INT damage is permanent INT drain instead.
Cure 2 consecutive saves

RORAGYN PLAGUE

The widely feared Roragyn Plague brings fever, sweats, anemia, nausea and lethal respiratory infections. The disease has killed more than a few unprepared colony worlds. Survivors are marked by intricate webs of lurid black and purple scar tissue across their face, throats and upper chest. Quarantine procedures for Roragyn Plague are extreme- many stations dump suspected carriers out an airlock rather than let them come aboard.
Type: contact
Save: FORT DC 18 to avoid, FORT DC 22 to overcome
Onset: 1d3 days
Frequency: 1/day
Effect: 1d2 STR and 1d4 CON damage per day. Each failed FORT Save to overcome the disease inflicts a permanent point of CHA damage, as the facial scarring accompanying the disease worsens.
Cure: 3 consecutive saves

STATION CANCER

Exposure to cosmic radiation and badly shielded reactor cores, not to mention the highly oxygenated environment aboard many lower end ships and stations can cause certain kinds of cancers to grow out of control.
Type: ingestion
Save: FORT DC 12
Onset: 1d4 weeks
Frequency: 1/day
Effect: 1 point of permanent ability score drain from one of the following ability scores chosen randomly by rolling D6 (1/2 STR, 3/4 DEX, 5/6 CON).
Cure: 4 consecutive saves

WALPURGIAN GONORRHEA

Walpurgian Gonorrhea is an evolved form of an STI that has plagued mankind for millennia. It still feeds most readily on human tissue, but has adapted to prey other humanoid species as well. Walpurgian Gonorrhea evolved on the Cosmic Satanist homeworld of ***Walpurgisnacht,*** in the nightly orgies down in the Sin Pits.
Type: contact
Save: FORT DC 18
Onset: 1d8 weeks
Frequency: 1/day
Effect: 1d4-1 STR damage. Creatures of Chaotic Evil alignment are immune to the disease's effects, but can become asymptomatic carriers.
Cure: 3 consecutive saves

WING ROT

Wing Rot is a fearsome native plague that has crippled many Tal Anon warriors in their prime. This disease attacks the musculature, particularly the muscles of the shoulders, pectorals and upper spinal region, all vital for flight.
Type: injury, species specific (Tal Anon)
Save: FORT DC 15
Onset: 2d6 days
Frequency: 1/day
Effect: 1d6 STR damage. While suffering Wing Rot, the Tal Anon cannot fly. If the disease goes untreated for more than 5 days, the loss of flight becomes permanent. *Restoration* or similar spells are required to restore lost flight capability.
Cure: 3 consecutive saves

HEAVY INSANITY

Insanity and mental diseases function almost identically to purely physical ailments, except that mental diseases are resisted and overcome by WILL Saves, rather than FORT Saves. Mental diseases can be spread in new ways, described generally below and expanded on as necessary in each diseases' entry. Insanity can also be caused by Contact, Injury or Ingestion, in the case of physical trauma or poisons that have a mental effect. They can also be caused by mental trauma- specific, mentally trying stimulus or emotional pain.

BASHER INSTINCT

The neural disorder commonly referred to as "Basher Instinct" was engineered by ICG psychologists nearly three centuries ago, as the Starburn Sector was first being settled, and Leather Clone culture was just recently coming out of the galactic closet. The ICG has never officially acknowledged its' *psycho-priests* role in the disease's formation, much less apologized, and still continue to sell tainted batches of *Dues Minima* that spread Basher Instinct like a nasty case of the crabs.

The Corporation Command's medical establishment does not consider Basher Instinct a disorder, and offers no treatment.
Type: trauma (violent confrontation with a Leather Clone opponent)
Save: WILL DC 17
Onset: 1d6 hours
Frequency: 1/day
Effect: 1 WIS. While suffering Basher Instinct, the character cannot receive flanking bonus or benefit from an *aid another* action taken by a Leather Clone. Each time the character encounters a Leather Clone, the sufferer must succeed at a DC 17 WILL Save or begin attacking the Leather Clone. The sufferer will continue to attack until the Leather Clone is slain or driven off, but will not pursue a fleeing victim.

Leather Clones themselves suffer the full effects of this disease, and additionally suffer a -1 morale penalty on all attack rolls, skill checks and saving throws while the disease is active.
Cure: 3 consecutive saves

CONTACT SHOCK

This disorder often plagues young spacers on their first flights out system. Intense xenophobia grips the sufferer, leading to paranoia and eventual neural shutdown from intense fear.
Type: trauma (first encountering an alien culture)
Save: WILL DC 15
Onset: 1d12 hours
Frequency: 1/day
Effect: 1d4 WIS. While suffering Contact Shock, the character cannot use Bluff or Diplomacy skill checks against creatures from other intelligent species, and cannot communicate in any other than his native language.
Cure: 2 consecutive saves

LUDDITE SICKNESS

Exposure to ultra-tech can warp a spacer's mind, make him question physics and the limits of his own races' limited technology. Impotent rage causes the sufferer to reject all technology, and to forget what science he knows in favor of mute savagery.
Type: trauma (exposure to dramatically advanced technology)
Save: WILL DC 15
Onset: 2d4 hours
Frequency: 1/day
Effect: 1d6-1 INT. While suffering Luddite Sickness, the character cannot attempt to use tech-related Craft, Disable Device, Drive, or Pilot skills. If exposed to a piece of technology from more advanced society than their own, the character must succeed at a DC 20 WILL Save or attack the technology with bare hands or whatever melee weapon is within reach with intent to smash it.
Cure: 2 consecutive saves

MATING MADNESS

Mating Madness afflicts sentient species that compartmentalize their sexual behavior and repress their lusts. When such a repressed being finally succumbs to Mating Madness, he or she becomes a wild-eyed, lust crazed barbarian, desiring nothing more than to fuck and dominate. Species with long mating seasons are especially

vulnerable to Mating Madness, as are species that pride themselves on logic and reason.
Type: trauma (long periods without sexual behavior)
Save: DC 18 WILL
Onset: 1 hour
Frequency: 1/hour
Effect: 1d2 INT and WIS damage. Mating Madness cannot reduce a creature's INT or WIS score below 3. While suffering Mating Madness, the character is affected as if by a *Rage* spell, and must succeed at a WILL Save (DC 10 + creature's CHA modifier) or violently assault any creature it is attracted to.

Special: Creatures with a mating season suffer a -2 penalty on saves against Mating Madness. Creatures with racial traits that suppress natural instinct or emotions suffer a -4 penalty on saves against Mating Madness. These penalties are cumulative.
Cure: either 2 successful saves or the afflicted creature successfully sexually assaults a creature while under the effects of Mating Madness

MINDLESS CONSUMERISM

Multi-million credit ad campaigns announce everything from the latest *LZ-3 Cosmonix space yacht* to the latest innovation in Command-approved vita-supplements. Neon holographic ads float atop every building, and along the gleaming silver hulls of most Command space stations; even ICG holo-hymnals include catchy jingles about the joys of the latest Command-scripted sitcom. It's no surprised that the galaxy's more susceptible souls are programmed to purchase.
Type: contact
Save: WILL DC 13 (WILL DC 15 if from a social starting occupation!)
Onset: 1d4 weeks
Frequency: 1/day
Effect: 1 WIS, 1d2 INT damage. While suffering Mindless Consumerism, the victim is compelled to buy anything offered to him, no matter how useless. If the character does not make at least one purchase of an useless item worth at least 15-20 gp per hour he suffers a -1 morale penalty on all attack rolls, skill checks and saving throws for the next 1d4 hours.

If presented with an opportunity to purchase an especially desirable, or luxury good worth at least 500 gp, the character must attempt to make the purchase, unless he can succeed at a DC 18 WILL Save.
Cure: 2 consecutive saves

MISSIONARY MODE LOCK

According to Command psycho-priest, Missionary Mode Lock is a natural consequence of existential dissatisfaction of the meaningless, kinky, anonymous sex encouraged by the ***Kosmic Kama Sutra***. They recommend the patient stick to heterosexual monogamy, get married, and have 2.5 kids.

They would.
After all, The Command socially engineered this insanity for just that reason.
Type: contact, trauma (failed interspecies romance, rape, sexual violence)
Save: WILL DC 16
Onset: 1d4+1 days
Frequency: 1/day
Effect: 1 CHA. Sufferers are *nauseated* for 1d4 hours if engaging in an Infinite Fuck Position while this disease is active. Pleasure effects always inflict maximum damage on a victim suffering from this illness, but offer a new saving throw to overcome the insanity.
Cure: 3 consecutive saves

SPACE MADNESS

Staring out at the endless rainbow void of hyperspace through the ship's portholes can break even the strongest spacer's mind. Space Madness causes irrational violence and suicidal ideation. Prolonged R&R on planet is recommended for cure.
Type: trauma (prolonged hyperspace travel)
Save: WILL DC 17
Onset: 2d4 hours
Frequency: 1/day
Effect: 1d6 WIS damage. While suffering Space Madness, the victim must succeed at a second WILL DC 17 save any time he sees Hyperspace (through a view screen or a porthole for instance) or become *Confused* for as long as the character is exposed to Hyperspace and 1d4 rounds afterward.
Cure: 3 consecutive saves. If the character is recovering on a planet or moon he or she receives a +4 circumstance bonus on the WILL Save.

WALPURGIAN FURY

Long nights of orgies, blood sacrifice and Satanic heavy metal turn Cosmic Satanists into frenzied berserkers, foaming at the mouth, and hard as a rock, ready to kill any Command SOB they come in contact with.
Type: trauma (prolonged exposure to ***Walpurgisnacht's*** culture)
Save: WILL DC 16
Onset: 1d6 days or until traumatized (see below)
Frequency: 1/day
Effect: 1d4-1 CHA damage. While suffering Walpurgian

Fury, any time a character encounters a uniformed member of Corporation Command or the ICG, she must succeed at a DC 20 WILL Save or immediately attack that character, gaining the benefits of a *Rage* spell for 5 minutes or until the target(s) is destroyed. The disease has an onset of 1d6 days, though if the character encounters a Command or ICG target, the disease immediately takes hold.
Cure: 2 consecutive saves

AFTER-MATTER

The following supplemental material makes this sourcebook easier to use.

IMPORTANT FEATS

The following feats are used by some of the creatures in this sourcebook, and are reprinted here for your convenience. Most of these feats are fully described in *High Tech Heroes, Otherverse Games 2019.*

AMERISCUM (RACIAL)

There used to be an America before the old nations unified, and you're an heir to the lost but not forgotten nation's heritage. You're a loud, boisterous, big-dicked red, white and blue bastard of the stars. You live free, ride hard, tinker with your machines incessantly, and you'll die before you let anybody take your guns.
Requires Human subtype, any chaotic alignment, character level first
Benefit Your boisterous upbringing provides you with a +2 competence bonus on Craft (firearms) and Drive checks. You do not provoke attacks of opportunity for making unarmed strikes within an hour of drinking alcohol or smoking a Glow joint of any type. Finally, you automatically succeed on WILL Saves to resist any effect that would cause you to disarm yourself.
Ability Type Extraordinary

AWAKENED HERITAGE (LIFECHAIN)

You are one of the last children of the old gods. Your divine heritage may be limited to a few strands of DNA, passed down through the millennia. You possess incredible power and potential, and are intimately connected to the plots and schemes of The Pantheon.
Prerequisite Character level first or gamemaster approval
Special Characters from a species with the Lifespawn subtype can choose Awakened Heritage at any point in their lives, not merely at first level.
Benefit You gain the Lifespawn subtype and associated powers.

In addition, you must choose a single Lifechained bloodline from which your powers are derived. Once chosen, this choice of heritage cannot be changed. You gain additional Lifespawn abilities as you increase in level.

If you wish, you need not declare a bloodline when you first choose this feat. Until you do, you gain only the Lifespawn subtype, but at anytime you can declare a bloodline as a swift action, gaining the attendant powers of a Lifespawn of your level. However, you must declare your bloodline immediately under the following conditions:

- When encountering any other creature with the Lifespawn subtype
- Before choosing any other Lifechain feat

Caster Level

Many Lifechained bloodline abilities grant the character access to specific spells as spell-like abilities. Caster level is equal to the Lifespawn's total character level. The ability score which modifies spell-like abilities of a particular Bloodline is listed, and once a Bloodline is chosen, the Lifespawn uses the same ability score modifier for all future Lifechained spell-like abilities.

Unless specifically noted otherwise, all Lifespawn spell-like abilities have a caster level equal to the Lifespawn's total character level.

LIFECHAINED BLOODLINES

- The Choir (CHA)
- The Fencers (CHA)
- The Gazelles (CHA)
- The Genesis (INT)
- The Mother (WIS)
- The Nemesis (WIS)
- The Senate (INT)
- The Singular (CHA)

BLOODLINE: THE CHOIR (CHA)

The Choir were bodiless beings of song, light and intellect, who traversed the length and breadth of the Old Multiverse, bringing the voice of the ruled to the Senators. Some were spies, others messengers and representatives, and it was the words and speed of The Choir which allowed the Senate to function at all.
First Level The Lifespawn receives a +2 holy bonus on Fly, Knowledge (history), and Perform (sing) checks. If the Lifespawn possesses 10 or more ranks in any of these skills, the bonus provided is +3 instead.

The Lifespawn becomes immune to the effects of magical silence. As a move equivalent action, the Lifespawn can sing on behalf of a single allied spellcaster. The allied

spellcaster must be within 60 ft of the Lifespawn, and clearly able to hear him. While the Lifespawn sings, the allied spells are all treated as Silent spells, without increasing level or casting time. This ability functions even if the allied spellcaster is a bard, whose spells cannot normally be silenced.

Third Level The Lifespawn gains Sonic Resistance 5, which increases to Sonic Resistance 10 at 10th level, and Sonic Resistance 15 at 15th level, and Sonic Immunity at 18th level.

Ninth Level The Lifespawn gains a breath weapon, usable once per day, plus one additional time per day per four character levels beyond 9th, as a standard action. The breath weapon is a 60 ft line that inflicts 1d8 sonic damage per two character levels (maximum 10d8), with a REF Save for half damage. Damaged targets must succeed at FORT Save or become permanently deafened. The DC for both saves is 10 + ½ the Lifespawn's level + his CHA modifier.

BLOODLINE: THE FENCERS (CHA)

Warrior gods of living silver and azure light were the last line of defense who protected the ancient council of the gods. Like the Gazelle, they fell in vain battle against the traitorous Singular. Your connection to this bloodline gives you superhuman mastery of all weapons- particularly the elegant lethality of blades.

First Level The Lifespawn gains a +2 insight bonus on Craft (blacksmith), Intimidate and Sleight of Hand checks. If the Lifespawn possesses 10 or more ranks in any of these skills, the bonus provided is +3 instead.

The Lifespawn is proficient with all Simple and Martial Weapons, and is considered proficient with any Exotic Weapon that inflicts slashing damage after one minute of use in combat.

Third Level When wielding any melee weapon that inflicts Slashing damage, you gain a +1 competence bonus to Armor Class. At 10th level, this increases to +2. Any situation that would cause you to lose your DEX bonus to defense also removes this bonus.

Ninth Level Beginning at 9th level, you can give any Slashing weapon you are wielding the *Vorpal* quality. You may activate the vorpal quality as a swift action. You may make your weapon *Vorpal* for a number of rounds equal to 3 + your CHA modifier per day. These rounds need not be consecutive, but must be taken in one round increments.

BLOODLINE: THE GAZELLES (CHA)

You are the distant offspring of the gazelle-cyborgs who protected the council of the gods and fell in a futile and heroic final stand against the Singular. Like those long ago cyber-beasts you are a lithe, graceful warrior that does not know the meaning of fear.

First Level The Lifespawn receives a +2 racial bonus on Acrobatics, Knowledge (tactics) and Perception checks. If the Lifespawn possesses 10 or more ranks in any of these skills, the bonus provided is +3 instead.

The Lifespawn becomes immune to fear effects. If targeted with a fear effect, instead of being affected normally, the Lifespawn receives a +5 ft increase to his base landspeed for one round.

Third Level Once per day, the Lifespawn can declare that he or she automatically succeeds at any single WILL Save, regardless of the DC. The Lifespawn must declare the use of this ability prior to rolling the saving throw.

Ninth Level The Lifespawn can use *haste* as a spell-like ability a number of times per day equal to 3 + his CHA modifier. If the Lifespawn expends three daily uses of this ability, he can activate *haste* as a swift action rather than a standard action.

BLOODLINE: THE GENESIS (INT)

The offspring of the god of technology and advanced war fighting techniques possess an instinctive bond with and understanding of machines. They are technological savants and genius weapon smiths.

First Level The Lifespawn receive a +2 racial bonus on one Craft skill of Choice, Computer Use and either Drive or Pilot checks, as chosen by the character. If the Lifespawn possesses 10 or more ranks in any of these skills, the bonus provided is +3 instead.

While touching any ranged weapon with a box magazine or energy cell, the Lifespawn can sacrifice his own Hit Points to partially or completely refill the device's magazine or energy cell. The Lifespawn suffers 1 HP worth of damage per bullet/charge restored. Using this ability is a free action, and the Lifespawn cannot reduce his HP below 1 HP in this manner.

Third Level As a standard action, the Lifespawn can touch any machine or mechanical device, Construct, robot or cybernetic creature and instantly repair the device. The Lifespawn can restore any number of Hit Points to the touched machine. Each day, the Lifespawn can restore a number of HP to machines equal to her total character level plus her INT modifier. As with *lay on hands*, this healing can be spread across multiple instances or used to maximum effect in a single use.

Alternatively, by expending 10 points of healing while touching any non-masterwork weapon or equipment, the Lifespawn can permanently transform the device into a masterwork quality equivalent.

Ninth Level The Lifespawn can temporarily change her type to Construct, gaining Damage Resistance 10/magic and all construct immunities as a swift action. The Lifespawn can remain in Construct form for a number of rounds per day equal to 3 + her INT modifier. These rounds need not be consecutive but must be taken in one round increments.

BLOODLINE: THE MOTHER (WIS)

The offspring of the goddess of change, chance and sexual reproduction are gifted with a profound understanding of reproductive biology and the chemical underpinnings of emotion.

First Level The Lifespawn receives a +2 insight bonus on Heal, Knowledge (nature), and Sense Motive checks. If the Lifespawn possesses 10 or more ranks in any of these skills, the bonus provided is +3 instead.

As a full-round action usable once per day, the Lifespawn can touch a willing or helpless humanoid or monstrous humanoid female capable of reproduction and induce a pregnancy. The pregnancy proceeds as normal for the touched creature, and the offspring receives Awakened Heritage as a racial bonus feat and is of The Mother's bloodline.

Third Level The Lifespawn gains the *telepathy 60 ft* and *truespeech* qualities but these special qualities apply only to female creatures. They do not apply to males, nor to genderless creatures.

With a successful melee touch attack, the Lifespawn can cause a creature who has successfully made an initial FORT Save against poison or disease within the last round to roll a new FORT Save, at the same bonuses or penalties as the initial save. If this second save fails, the creature is affected by the disease or poison. This ability is usable a number of times per day equal to 3 + the Lifespawn's WIS modifier.

Third Level At will, as a move-equivalent action, the Lifespawn can deploy a stinger from the center of one of his palms. This stinger functions as a masterwork quality dagger, save that it cannot be disarmed. If sundered, the stinger regenerates completely when the Lifespawn next sleeps or rests.

The stinger is naturally coated with Nemesis Toxin, a virulent, blackish-green gel that stinks like ammonia and stagnant sea water.

NEMESIS TOXIN

Type: injury poison
Save: FORT DC 10 + ½ character level + CON modifier
Frequency: 1/round for 6 rounds
Initial Effect: *nausea* for 1d4 minutes
Secondary Effect: 1d2 CON
Cure: 2 saves

Ninth Level Starting at ninth level, any creature who takes damage from the Lifespawn's Nemesis Toxin becomes bio-toxic in the extreme. Any creature that makes skin-to-skin contact with the initial victim must succeed at a FORT Save or also contract Nemesis Toxin, as the poison is carried in the victim's sweat for one hour after the injury.

Alternatively, rather than rendering the victim bio-toxic, a number of times per day equal to 3 + his WIS modifier, the Lifespawn can instead use the either of the following spell-like abilities on the victim as an immediate action: *Bestow Curse* or *Baleful Polymorph.*

Ninth Level The Lifespawn may use *Cure Disease* as a supernatural ability to benefit a humanoid or monstrous humanoid a number of times per day equal to 3 + her WIS modifier. When using this ability to benefit a female humanoid or monstrous humanoid, the Lifespawn can expend three daily uses of this ability to cast *Heal* instead.

BLOODLINE: THE NEMESIS (WIS)

The children of the bastard god of painful evolution, torment and cruel nature are naturalists and dispassionate hunters, coldly precise scientists and feral warriors.

First Level The Lifespawn receives a +2 racial bonus on Intimidate, Handle Animals and Survival checks. If the Lifespawn possesses 10 or more ranks in any of these skills, the bonus provided is +3 instead.

BLOODLINE: THE SENATORS (INT)

Your ancestor was a member of the pan-galactic council ruled wisely and unchallenged during the last eons of the previous Multiverse. Like your murdered and betrayed ancestors, you are a creature of great wisdom and startling diplomatic insight.

First Level The Lifespawn receives a +2 insight bonus on Diplomacy, Knowledge (history) and Knowledge (religion) checkes. If the Lifespawn possesses 10 or more ranks in any of these skills, the bonus provided is +3 instead.

Once per day, you can shroud yourself in a glowing aura, its hue representing one of the multiple and obscure factions within the ancient Galactic Senate. Your aura is a single shade of some glittering color: red, white, blue, green, and yellow are the most common, though other shades exist. Activating and maintaining this aura is a full round action. All allies who can see your glowing aura receive a +2 holy bonus on melee attack and damage rolls while within the aura's radius. This aura has an initial radius of 60 ft, but increases by 5 ft radius per round the aura is maintained. The Lifespawn can maintain this ability indefinitely.

Third Level At will, the Lifespawn can project a bolt of glowing force as a standard action. This forcebolt inflicts 1d6 Force damage (crit 20/x2) and has a 30 ft range increment. The forcebolt's damage increases to 1d8 at 10th level and 2d6 at 15th level.

Ninth Level While the Lifespawn maintains his glowing aura, all allies within the aura's area of effect gain Spell Resistance 15. At 15th level, this increases to Spell Resistance 20, and increases to Spell Resistance 25 at 20th level.

Bloodline: The Singular (CHA)

Your divine ancestor is the universe's first betrayer, a monstrous warrior-king who ascended to absolute power through guile, military force and audacity. Like the Singular, you are a creature of unbridled ambition tempered by intelligence, precision and deliberation.

First Level The Lifespawn receives a +2 profane bonus on Bluff, Intimidate, Knowledge (arcana) checks. If the Lifespawn possesses 10 or more ranks in any of these skills, the bonus provided is +3 instead.

With a successful melee touch attack, the Lifespawn can give the touched creature the flatfooted condition. This condition persists until the touched creature next acts. This ability is usable a number of times per day equal to 3 + the Lifespawn's INT modifier.

Third Level When you witness a beneficial spell or spell-like ability cast within 30 ft, you can attempt to redirect the spell's energy to yourself, gaining the benefit and denying it to its intended recipient. If you make a successful opposed caster-level check (your caster level is considered equal to ½ your level even if you are not a caster, or have fewer caster levels), you gain the benefit of the spell and it is negated with regards to its original recipient. You can use this ability as a swift action once per day at 3rd level, and an additional time per day per every four levels, to a maximum of 5 uses at 19th level.

Ninth Level If you are damaged by a confirmed critical hit from a creature from the Lifespawn subtype, and survive, you can use *lesser geas* against your attacker as a spell like ability as an immediate action. At 15th level, you use *geas/quest* instead.

FUELON CARNIVORE (RACIAL)

You can rip the still-spasming fuelon pump from a defeated adversary and drink down the dying robot's life sustaining fluids.

Requires Battlechanger race, Primitive alt-mode with bite attack, non-good alignment

Benefit When you destroy a Battlechanger opponent with your bite attack (or similar abilities, such as swallow whole) you may devour its Fuelon supply as a full round action. Doing so allows you to add half your victim's current Fuelon Reserve to your own Fuelon Reserve, up to your normal maximum.

Ability Type Extraordinary

MINI-MISSILE FLURRY (RACIAL)

You deploy hidden mini-missile launchers from your chest, shoulder armor or other parts of your mechanical anatomy, and blast your enemies with a barrage of hundreds (or even thousands) of independently targeted mini-missiles. These mini-missiles are only the size of pin-heads, but pack a sub-nuclear micro-warhead capable of shredding tank armor.

Requires Battlechanger or Voidsparrow race, base attack bonus +3

Benefit As a full-round action, you can unleash a mini-missile flurry against all targets within 500 ft of you who do not have total cover. You may target one opponent per two character levels (maximum 10 opponents), inflicting 5d8 damage + 1d8 damage per two character levels (maximum 10d8 damage). Half this damage is ballistic damage, half this damage is fire damage.

Targets of the mini-missile flurry may attempt a REF Save for half damage (DC 10 + ½ your total character level + your CON modifier). You may use a mini-missile flurry once per day per three character levels.
Special The gamemaster might allow specific versions of this feat to inflict an alternate energy type, such as Acid (for acid filled warheads), Cold (cryogenic missiles) or the like. Once made, this choice cannot be changed.
Ability Type Extraordinary

PTARN FLYER

You distrust the cold and sterile machines that most spacers require to cross the stars. You soar the cosmos atop a specially bred Ptarn steed – a star-flying animal capable of entering and surviving Hyperspace and moving nimbly through the dimensional warp.
Requires character level 3rd
Benefit You gain a Ptarn companion, which functions much like an animal companion. Your effective ranger level is equal to your total character level. If your Ptarn dies or is released from service, you can summon a new Ptarn when you next gain a level.

When you reach 10th level, you gain the ability to summon your Ptarn to your side at will, as a full round action. This is a conjuration (calling) effect, and will function over any distance so long as you and your Ptarn are on the same plane.

Ptarns are described fully in the ***Space Mounts*** section of this sourcebook.
Ability Type Extraordinary

REINCARNATE

You have lived before this life, and have recovered memories of your prior incarnations.
Requires WIS 13+, character level first
Benefit A number of times per day equal to 3 + your WIS modifier, you can call upon your memories of your past lives to aid in current situations. As a full round action which provokes attacks of opportunity, you can allow a previous incarnation to come to the fore in your mind. Your personality may alter dramatically, and you might speak with a distinct accent or manifest minor physical changes, though your alignment and game statistics are fundamentally unchanged. Your past incarnation can remain in control for a number of minutes equal to your WIS modifier (minimum one minute).

During this time, you may choose to apply any two of the following benefits. You may instead choose the same bonus twice; the effects stack. These benefits define the memories and abilities of your past incarnation, and a new selection of benefits can be chosen each time this feat is activated. In game terms, each time you activate this feat, you call upon a different spiritual ancestor.

- A +2 competence bonus on any two Knowledge skills of choice
- A +2 competence bonus on any other skill of choice
- A +1 morale bonus on attack and damage rolls
- A +1 morale bonus on one save of choice
- A +1 dodge bonus to Armor Class
- Proficiency with a chosen weapon
- Ability to speak, read and write a chosen language
- Ability to cast a 0 level arcane or divine spell once per use

Special You may select this feat multiple times. Each time you do, you may select an additional benefit. Thus if you choose this feat twice, you can manifest up to three benefits simultaneously.
Ability Type Extraordinary

NEW TECHNOLOGY

Unfamiliar pieces of gear or equipment can be found in one of the following sources.

- *Technology Unchanged* (compilation and expansion of the other sourcebooks described here, Otherverse Games, 2015)

These sourcebooks are reprinted and expanded *in Technology Unleashed.*

- *The Polymer Path* (cybernetics, Otherverse Games, 2014)
- *The Advanced Arsenal* (firearms and energy weapons, Otherverse Games, 2015)
- *The Advanced Armory* (armor, Otherverse Games, 2015)
- *The Advanced Edge* (melee weapons, Otherverse Games, 2015)
- *Advanced Equipment* (gadgets and other tech, Otherverse Games, 2015)

NO
PARKING
8:30 AM
TO 5:30 PM

NEW SUBTYPES

ANTHRO

Anthros are humanoids or monstrous humanoids with animal traits. Most Anthros possess Darkvision 60 ft and many also have the Scent special quality.

All the characters created with *Fursona: The Definitive Guide to Creating Anthropomorphic Characters (Otherverse Games, 2010)* or with *Fursona Unleashed (Otherverse Games, 2017)*, have the Anthro subtype.

BATTLECHANGER

Monstrous Humanoids with the Battlechanger subtype are powerful alien mechanoids able to alter their form into vehicles, tools and other useful shapes.

Though usually applied to Monstrous Humanoids, this subtype might be applied to other creatures, such as Animals or Magical Beasts, representing other bio-mechanical components of the Battlechanger ecosystem.

Most Battlechanger creatures have the Fuelon Reserve standard monster ability.

Fuelon Reserve (EX)

Battlechangers and other creatures with the Fuelon Reserve quality can spend a point of Fuelon to perform a variety of special functions.

- **Alt-Mode Movement:** A Battlechanger with an immobile alt-mode can spend a point of Fuelon to move at a flight speed equal to its base land speed (poor) by magnetic or gravitic levitation for one scene. *Move equivalent action.*

- **Basic Functioning:** The Battlechanger must expend one point of Fuelon per 24 hours to remain operational. If this need is not met, the Battlechanger enters sys-stasis. *No action.*

- **Combat Effort:** Expending a point of Fuelon provides a +5 increase to damage on a successful attack. This use must be declared prior to making the check. *Swift action.*

- **Defensive Effort:** Expend a point of Fuelon to halve the damage from an attack that will hit you. This can stack with Evasion, further halving damage (so you suffer ¼ damage on an Evaded attack with Defensive Effort). *Immediate action.*

- **Energetic Conversion:** Expend a point of Fuelon to recover a point of *Ki, Grit,* or other class based expendable energy resource. *Full round action.*

- **Extra Effort:** Expending a point of Fuelon provides a +5 competence bonus on a particular skill check or attack roll. This use must be declared prior to making the check. *Free action (skill) or Swift action (attack roll).*

- **Fast Transformation:** Override your shift-safety limiters and transform between modes as a Swift action. *Swift action.*

- **Lethal Targeting:** Expend a point of Fuelon to automatically confirm a critical hit. *Immediate action.*

- **Mass Shift:** If the robot uses Mass Shifting to transform into its alt-mode, one point of Fuelon must be expended when changing modes. *No action.*

- **Rescanning:** Change the cosmetic details of your alt-mode. *Full round action.*

- **Self Repair Protocol:** Expending a point of Fuelon provides the Battlechanger with Fast Healing 3 for one round; every five character levels the Fast Healing increases by an additional 3 points. *Standard action.*

- **Wrecker:** Expend a point of Fuelon to ignore an inanimate object or structure's Hardness when attacking with your slam for a single attack. *Free action.*

CYBORG

Monstrous Humanoids with the Cyborg subtype have been mechanically augmented. Cyborgs have the following qualities.

- Cyborgs possess Darkvision 90 ft and low light vision. They can receive unencrypted wi-fi/cellular/television and radio signals, as well as similar higher-tech types of signal. *Location:* Senses *Format:* Darkvision 90 ft, lowlight vision, wifi/cellular/television and radio reception

- Cyborgs are immune to drowning, suffocation, vacuum, hunger, thirst, the sickened and nauseated conditions, death effects, ability drain and energy drain.
  Location: Immunities *Format:* Cyborg Immunities

- Cyborgs have the Unhealing special quality. They do not heal damage naturally, and healing spells and effects only have half the normal effect when used to benefit them.

Location: Special Qualities *Format*: Unhealing

- Most Cyborgs have a +4 natural armor bonus to AC or better.

EXX-KYRON

Creatures of this subtype are the offspring and descendants of a long-dead, all-seeing god, marked by many eyes.

- Creatures of the Exx-Kyron subtype tend to have above-average visual senses, usually possessing Darkvision, all-around vision and other senses. Powerful Exx-Kyronite creatures often have *trueseeing*.

- Exx-Kyronite creatures are immune to blindness and visual effects, such as pattern spells.

LIFESPAWN

Creatures with the Lifespawn subtype are genetically connected to a galaxy spanning eco-system. They are extremely powerful and have a connection to the enigmatic beings that forged the current universe. Creatures with this subtype are often referred to as Lifechained creatures or by the name of their particular genetic lineage, such as Nemesis Lifespawn or Gazelle Lifespawn.

- Lifespawn receive Darkvision 60 ft and gain the Scent special quality. Lifespawn can sense the distance to and general direction of all other creatures with this subtype within one mile. Some Lifespawn have even greater Lifesense radius.

Location: Senses Format: Darkvision 60 ft, scent, Lifesense 1 mile

- Lifespawn are immune to non-magical disease and poison.
  Location: Immunities Format: Lifechained Immunities

- Lifespawn have a statistic called a Lifecount, which measures the relative strength of their bloodline. Lifespawn suffer a penalty equal to their Lifecount on saving throws against effects caused by other creatures with this subtype. Immunities to a particular effect, such as poison or disease, do not apply against effects caused by other Lifespawn.
  Location: Weaknesses Format: Lifecount X

- Some, but not all Lifespawn, are capable of spaceflight. These Lifespawn gain the No Breath and Greater Starflight special qualities. Lifespawn typically fly as fast as a top of the line military starship; in space, they gain a Zero G Fight speed of at least 500 ft (one space scale square or 4 hexes). Lifespawn can enter **hyperspace** by traveling in real space using their Zero G Flight for at least 1 minute (10 rounds) to build up speed.
  Location: Special Qualities Format: No Breath, Greater Starflight

MECHA

Constructs (and a few other creatures, including some Battlechangers) with the Mecha subtype are vehicles designed to operate under the direct control of an intelligent pilot. Mecha have the following qualities.

- Though the Mecha's type is Construct, it is vulnerable to mind-influencing effects through its pilot. This weakness does not apply if the Construct is unmanned. *Location: Weaknesses Format: Intelligent Pilot*
- *Piloted (EX)* Some of the Mecha's qualities, marked with an asterisk in the statblock, are replaced by the Mecha's pilot if they are greater. The following qualities are replaced by the pilot's when the Mecha is in action: alignment, languages, REF and WILL Saves, skill ranks, base attack bonus (which may modify CMB and CMD), DEX, INT, WIS and CHA scores.

Location: Special Qualities Format: Piloted

OMEGAN

Omegan robots are rebel machines dedicated to the genocide of all organic life. Omegans typically have red hulls and are superior team players. All Omegans have the following qualities.

- **Racial Feats** All Omegans have Lookout, Paired Opportunists as racial bonus feats.

- **Machine Telepathy (SU)**
  Omegans can communicate via *telepathy 100 ft* with any other creature with the Omegan subtype. No Omegan within this range is considered flanked unless all Omegans in range are flanked.

- **Spawning Program (SU)**
  If the Omegan physically touches a destroyed construct or other creature who could gain this template within an hour of its destruction, the Omegan can raise the creature as a new Omegan, in a process similar to an undead's spawning ability. The destroyed creature returns to life over the course of the next 3d6 hours, arising with full Hit Points, in perfect functioning, and with the Omegan template applied. Such creatures are not under the direct control of the Omegan that spawned them, but are sympathetic to Omegan aims.

- **Superior Teamwork (EX)**
  All Omegans within 60 ft of one another are considered to possess any Teamwork feat possessed by any Omegan in the group.

XENOGAUNT

Xenogaunts are a predatory alien species with a complex lifecycle. Most Xenogaunt creatures lack eyes and perceive the world through superior Blindsense or Blindsight.

ZETH

Zeth are violent Monstrous Humanoids born within the Galactic Scar. Zeth are a fading warrior culture nearing extinction, known for their savagery and acidic body fluids.

Zeth have the following qualities.
- Zeth are immune to acid, poison and radiation. Zeth have Fire Resistance 5 at a minimum, though some Zeth might have greater Fire Resistance. *Location*: Immunities and Resistances
- Zeth are Vulnerable to Cold. *Location:* Vulnerabilities

THREATS BY CHALLENGE RATING

This alphabetic list of creatures in this sourcebook is divided by challenge rating.

Red entries are created by applying a template found in this sourcebook.

Familiars (Less than CR 1)

Annunciate, Breeder Poof, Choirbird, Dr. Youp's Dispenser Droid, Ecto-Slime, Floateye, Lifeseeker, Momori, Shaper Unit, Skitter-Mek, Starseed, Von Newmann Cherub

Other Creatures Below CR 1

Courier, Dead Sider, Verth Battleslave

Challenge Rating 1

Bordelloid Cyber-Slave, Crime Wire Cultist, Dead Crew, Enforcer Droid, Hedonist Cultist, Machine Cultist, Mememander, Mercer, Morph Spider, Narcoswarm, Riding Bantam, Solve/Seek, Starlet, Steelhawk, Xenos Cultist, Void Orc

Challenge Rating 2

Adorable Avenger, Anthro Sybarite, Astro-Mage Droid, Chitterix, Cosmic Satanist Cultist, Dhale Soldier, Gormites, Grieving Servitor, History-Park Relic, Junker Mercenary, Robo-Raccoon, Ship's Synth, Strafe, Tasp Wasp, Torture Droid, Xenogamate

Challenge Rating 3

Bonded Mentat, Cyber-Slave, Dart, Dozer Bison, Fuelon Sparkling, Grey Conservator Hybrid, Hellwasp, Hopper, Howlback Avia, Hygon Warrior, Grept Laborer, Mor'grut, Nazarhak Obligate, Piston Mastiff, Shipwife, Skyguardian Philosophos, Spot Welder, Techno-Fascist, Tyranling, Verth Battlemaster, Void Orc Machine Gunna, Von Newmann Angel, Wrench Brawler

Challenge Rating 4

Ballet Lion, Bright Tyger, Brightstar Apis, Broken Model, Expone, Guidestar, Korbus, Meteorite Ape, Nemesis Warhorse, Omegan Infiltrator, Ptarn, Pursuit Droid, Quadi, River Scarab, Roach Ape, Road Dancer Mecha, Servaline, Space Hound, Steedfly, Sway, Tank Ravager, Tyrakron Trooper, Void Orc Wreckweed, Wraith Scorpion

Challenge Rating 5

Concert Scum, Dedder, Ecto-Carrie, Great Worm Cultist, Hunter of the Cosmos, Joss Dragon, Lancelet, Lesser Exx-Kyronite, Nazarhak Predator, Pallintid Knight, Predatory Nanoswarm, Pulse Hound, Reincarnated Knight, Riot Truck, Road Elite, Splice Hunter, Stonecutter Mercantile Lord, Tantalos, Technocorn, TV Head Adventurer, Xenonate

Challenge Rating 6

Agate Razor, Artillery Bug, Chyss, Cropduster, Exxorn, Gunnokker, Neuro-Thief, Omegan Hammerhead, Phagic, Razor Diver, Risk Taker, Rogue Droid, Skrizzlex, Starfang, Syrion Yowler, Temporal Enforcer, Tetragon Hunter, Venomwing Mechaform, Vigil, War Bride

Challenge Rating 7

Afro-Futurist Guardian, Charioteer, Dhale Artificer, Dino-Berserker, Freegear Rebel, Galactic Contender, Glitch Lizard, Half Grey Adventurer, Horrix, Maul, Omegan Nanoswarm, Perfect Weapon, Pollinator, Quiniuq, Rock N' Roll Rat, Shelterer, Skyguardian Bannersworn, Stonecutter Protector, Swamp Fox, Verth Sauceroid, Wishbox

Challenge Rating 8

Antiuhl, Cassendron, Cetta, Cell Runner, Chainsaw Bear, Chyss Evolver, Ded-I, Dreamvore, Excel Robo Mecha, Exx-Kyronite Psykor, Gravel Maw, Heritor Fencer, Knowledge Tick, Leather Guardian, Manipulator Guardian, Military Industrial Autonomous Mecha, Night Wolf, Regulator, Road Royalty, Scraeper, Skeletron, True Grey

Challenge Rating 9

Carrionate, Competitive Guardian, Crucificator, Cyrostar, Exx-Kyronite Mother, Faustian Abyss, Firebox, Genocide Templar, Gorger, Jauntsnarl, Ring Giant, Skinner Box, Tyrakron Hunter-Killer, Void Orc Horde, Voidsparrow, Wayhunter, Xenogaunt, Zeth Trophy Hunter

Challenge Rating 10

Ameriscum Bar Mistress, Cloudfire Mecha, Crystal Shrike, Cyber-Phantom, Freegear Daredevil, Mecha Ace, Meteorite Elephant, Night Scorpion, Psyren Opener of Ways, Rad-Ant, Serial Killer Immortal, Skyguardian Beast-God, Starsister, Twistshaper, Wild Machine

Challenge Rating 11

Lifespawn Princess, Mechaform Mastodon, Rawk Knight, Symas Hunter, Stegogear, Tejano Voidsparrow, Warp Widow, Zeth Stalwart

Challenge Rating 12

Assembler, Barrister Senator, Enumerator, Harvester, Incursion Demon, Kek Plantaganet, Regia, Star-Trine, Stratosraker, Tyrakron City Commander, Ultrazon Giant, Worldboil

Challenge Rating 13

Ameriscum Ship Master, Cosmic Televangelist, Curator, Lord Amp, Lady Morgan Le Fey, Worldseeder, Zammax Battle Pod Autonomous Mecha

Challenge Rating 14

Brightstar Survivor, Gazelle, Gunbreaker Mecha, Lifespawn Despot, Dr. Jeska Moreau, Scorpion Mirage, Terminus Probe

Challenge Rating 15

Administratium, Eradica, Glam Prince Azata, God Guardian Mecha, Golden Vanguard Mecha, Gunmother, Mechaform Battle-Bi Shark, Nazarhak Primogen, Oldblade, Smelter Devil, Xenomurder Horde

Challenge Rating 16

Juggernaut Worm, Mother of Abominations, Overjudge, Sammon Giant, Sethzinian Star Ripper, Thermonuclear Satanist, Universal Fencer, Xenoregis

Challenge Rating 17

Abyss Void, Ex'Tinar, Genesis Machine Warlord, Kyklos Geneson, Shocktread, Space Lord

Challenge Rating 18

Battlechanger Protomax, Broodgeneral, Chyss Goddess Form, Omni-Consumptos, Slugthrower, Strangelet, Zammax Giant

Challenge Rating 19

Exx-Kyron Empress, Mega-Pope, Originate, Psyren Mind-Queen, Ripper Kaiju

Challenge Rating 20

Chyss Worldender, Omegan Ancient, Overlord Dragon, Solix Verion

Epic Threats (CR 21+)

Anti-Kaiju Mecha (CR 21), Artemis (CR 29), Commander Roe Athene (CR 27), Bleakmoon Tyrant (CR 22), The Charr (CR 21), Gigastar Rogue (CR 25), Genesis (CR 30), Great Watchmaker (CR 30), Brig. Gen. Jericho Lang (CR 22), Megadeath Ruin (CR 26). Nemesis (CR 30), Nemesis Hellraider (CR 23), Platinum Leviathan (CR 23), Stellar Insect (CR 25), Terminus Est (CR 30)

THREATS BY CREATURE TYPE

This alphabetic list of creatures in this sourcebook is divided by creature type.

Red entries are created by applying a template found in this sourcebook.

Aberrations

Abyss Void, Brig. Gen. Jericho Lang, Cassendron, Choirbird, Chyss, Chyss Goddess Form, Cropduster, Dreamvore, Expone, Exx-Kyronite Mother, Exx-Kyronite Psykor, Floateye, Hunter of the Cosmos, Gormite, Knowledge Tick, Morph Spider, Nemesis Hellraider, Night Scorpion, Nightwolf, Phagic, Pollinator, Psyren Opener of Ways, Quiniuq, Scorpion Mirage, Shelterer, Terminus Est, Twistshaper, Tyranling, Worldboil, Worldseeder

Animals

Ballet Lion, Bright Tyger, Chainsaw Bear, Crystal Shrike, Dozer Bison, Maul, Mememander, Neuro-Thief, Razor Diver, Riding Bantam, Servaline, Xenogamate, Xenonate

Constructs

Anti-Kaiju Mecha, Assembler, Astro-Mage Droid, Barrister Senator, Battlechanger Protomax, Chitterix, Cloudfire Mecha, Curator, Dr. Youp's Dispensor Droid, Enforcer Droid, Excel Robo Mecha, Firebox, God Guardian Mecha, Golden Vanguard Mecha, Grieving Servitor, Gunbreaker Mecha, Gunmother, Harvester, Kylos Geneson, Mechaform Battle Bi-Shark, Mechaform Mastodon, Mechaform Venomwing, Military Industrial Autonomous Mecha, Momori, Old Blade, Omegan Ancient, Omegan Hammerhead, Omegan Nanoswarm, Originate, Predatory Nanoswarm, Piston Mastiff, Pursuit Droid, Riot Truck, Road Dancer Mecha, Road Elite Mecha, Road Royalty Mecha, Rogue Droid, Sammon Giant, Shaper Unit, Skeletron, Skinner Box, Skitter-Mek, Slugthrower, Strafe, Terminus Probe, Torture Droid, Verth Sauceroid, Von Newmann Angel, Von Newmann Cherub, Wish Box, Zammax Battlepod Autonomous Mecha

Dragons

Dhale Artificer, Dhale Soldier, Joss Dragon, Overlord Dragon, Ripper Kaiju, Platinum Leviathan

Humanoids

Adorable Avenger, Afro-Futurist Guardian, Ameriscum Bar Mistress, Ameriscum Ship Master, Anthro Sybarite, Bonded Mentat, Bordelloid Cyber-Slave, Charioteer, Concert Scum, Cosmic Satanist Cultist, Crime Wire Cultist, Crucificator, Cyber-Slave, Dead Sider, Faustian Abyss, Gazelle, Great Worm Culitst, Guidestar, Half Grey Adventurer, Hedonist Cultist, History-Park Relic, Hygon Warrior, Lady Morgan Le Fey, Leather Guardian, Lifespawn Princess, Machine Cultist, Manipulator Guardian, Mecha Ace, Mercer, Dr. Jeska Moreau, Nazarhak Obligate, Perfect Weapon, Reincarnated Knight, Risk Taker, Shipwife, Skyguardian Bannersworn, Skyguardian Philosophos, Space Lord, Splice Hunter, Techno-Fascist, Temporal Enforcer, Thermonuclear Satanist, Ultrazon Giant, Verth Battlemaster, Verth Battleslave, Void Orc, Void Orc Horde, Void Orc Machine Gunna, Wrench Spacer, Xenos Cultist, Zammax Giant

Monstrous Humanoids

Agate Razor, Brightstar Survivor, Chyss Evolver, Competitive Guardian, Courier, Dino-Berserker, Freegear Daredevil, Freegear Rebel, Galactic Contender, Genesis Machine Warlord, Genocide Templar, Grept Laborer, Grey Conservator Hybrid, Heritor Fencer, Hopper, Lancelet, Lesser Exx-Kyronite, Lifespawn Despot, Mor'grut, Omegan Infiltrator, Pallintid Knight, Kek Plantaganet, Rawk Knight, Regulator, Ring Giant, Rock N' Roll Rat, Screaper, Sethzinian Star Ripper, Ship's Synth, Shocktread, Skyguardian Beast-God, Starlet, Stonecutter Mercantile Lord, Stonecutter Protector, Swamp Fox, Symas Hunter, Tejano Voidsparrow, Tetragon Hunter, TV Head Adventurer, Tyrakron City Commander, Tyrakron Hunter-Killer, Tyrakron Trooper, Voidsparrow, Xenogaunt, Xenomurder Horde, War Bride, Zeth Stalwart, Zeth Trophy Hunter

Magical Beasts

Annunicate, Cetta, Chyss Worldender, Dart, Gorger, Hellwasp, Howlback Avia, Jauntsnarl, Lifeseeker, Meteorite Ape, Meteorite Elephant, Nemesis Warhorse, Ptarn, Pulse Hound, Quadi, Regia, Space Hound, Spot Welder, Starfang, Star-Trine, Steelhawk, Stratosraker, Syrion Yowler, Wayhunter, Wild Machine

Oozes

The Charr

Outsiders

Administratium, Artemis, Commander Roe Athene, Cosmic Televangelist, Cyrostar, Bleakmoon Tyrant, Enumerator, Exx-Kyron Empress, Ex'Tinar, Fuelon Sparking, Genesis, Glam Prince Azata, Glitch Lizard, Gravel Maw, Great Watchmaker, Horrix, Incursion Demon, Korbus, Mega-Pope, Mother of Abominations, Nemesis, Omni-Consumptos, Overjudge, Smelter Devil, Solve/Seek, Starseed, Starsister, Strangelet, Tantalos, Universal Fencer, Vigil, Warp Widow, Xenoregis

Plants

Void Orc Wreckweed

Undead

Antiuhl, Broken Model, Carrionate, Cell Runner, Cyber-Phantom, Dead Crew, Dedder, Ded-I, Ecto-Carrie, Ecto-Slime, Eradica, Gunnokker, Lord Amp, Megadeath Ruin, Nazarhak Predator, Nazarhak Primogen, Psyren Mind-Queen, Serial Killer Immortal, Solix Verion, True Grey

Vermin

Artillery Bug, Broodgeneral, Brightstar Apis, Exxorn, Gigastar Rogue, Juggernaut Worm, Narcoswarm, Rad-Ant, River Scarab, Roach Ape, Skrizzlex, Stellar Insect, Steedfly, Sway, Tasp Wasp, Wraith Scorpion

> "WE GOT OUR HANDS ON THIS SHIP AND STOWED AWAY INTO THE NIGHT.
>
> THE FOUR OF US AND PASHA DEAR.
>
> SHE TO STEER AND WE TO FIGHT."
>
> "MONSTERS", BLUE OYSTER CULT

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correc-tion, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, proce-dures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; arti-facts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associ-ated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, world-wide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contrib-uting original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright hold-er's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or adver-tise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Modern System Reference Document Copyright 2002-2003, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Dragonstar: Starfarer's Handbook. © 2001, Fantasy Flight, Inc.; Authors: Greg Benage and Matt Forbeck.
Future: 13 Starship Devices, copyright 2005 Philip Reed.Published by Ronin Arts www.roninarts.com.
Horizon: Mechamorphosis. Copyright 2004, Fantasy Flight Publishing, Inc. Authors: Lysle Kapp, Rob Vaughn
80 Awesome Feats and 2 Crappy Ones. Copyright 2011, Purple Duck Games. Authors: Tom Maumbach, Mark Gedak, Stefen Styrsky.
Advanced Bestiary. Copyright 2014, Green Ronin Publishing, LLC. Author: Jeff Hersch, Developer Owen K.C. Stephens
Genius Guide to the Time Thief. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens
Genius Guide to the Time Warden. Copyright 2011, Super Genius Games. Author: Owen K.C. Stevens
Little Red Goblin Games Racial Guide 4: Nontraditional Races. Copyright 2014, Little Red Goblin Games. Authors: Scott Gladstein, Christos Gurd, Ian Sisson, Dayton Johnson
It Came from the Stars Campaign Guide, © 2013 Zombie Sky Press; Authors: John Bennett, Clinton J. Boomer, Chuck DiTusa, Scott Gable, Michael Kortes, Colin McComb, Richard Pett, John Pingo, David Schwartz, and Mike Welham.
Monstrous Bloodlines for Sorcerers II. Copyrihgt 2013, Purple Duck Games. Author: Perry Fehr
Mythic Menagerie: Ravagers of Time. Copyright 2012, Super Genius Games. Author: Sam Hing
Ultimate Psionics. Copyright 2013, Dreamscarred Press. Author: Andreas RÖnnqvist, Jeremy Smith
Starjammer © 2017 Open Gaming LLC; Authors: Peter K. Ullmann, Kirby Flake, John Starjammer - Starfinder Compatible Edition © 2017 d20pfsrd.com Publishing; Authors: Peter K. Ullmann, Kirby Flake, John Reyst, Troy Daniels, Michael McNeill, Manuel A. Oaxaca, Allen Snyder, Michael Ritter; Conversion to Starfinder by Tyler Beck, Kim Frandsen, Michael Ritter, Peter K. Ullmann.
Infinite Space: Weapons of Starship Destruction, Copyright 2017, Louis Porter Jr. Design, Inc

Action Features, Action Galaxy, APEX, Black Tokyo: Neon in the Dark, The Cosmic Toybox, Culture of Choice, Dark Star Bestiary V1 and V2, ER: Cityborn, ER: Mutants, ER: Erobots, Guide to the Known Galaxy, Horrors of the Lifechain V1 and V2, Monsters of Rock, Technology Unleashed, The Powered Hero Advanced Class, Powered Hero Unlimited, Powers of the Lifechain, Species of Otherverse America, Synthetic Heroes v1 and v2, others. All copyright 2008-2018, Otherverse Games. Author: Chris A. Field

Warp Speed! Copyright 2017, jointly held by LPJ Designs and Otherverse Games. Author: Chris A. Field

Horrors of the Multiverse.
Copyright 2019, Otherverse Games. Author: Chris A. Field

INDEX

This alphabetic index lists every creature in this sourcebook. If you notice an entry way out from other entries starting with the same letter, that's because after the general alphabetic list of monsters, later sections detailed specific threat groups of related creatures.

Abyss, Faustian PG 6
Abyss, Void PG 8
Administratium PG 10
Adorable Avenger PG 331
Adventurer, Ero-Bot PG 332
Adventurer, Half-Grey PG 306
Adventurer, Proximite PG 334
Adventurer, Testorite PG 335
Adventurer, TV Head PG 337
Aftermatter: Important Feats PG 484
Aftermatter: New Subtypes PG 490
Aftermatter: Threats by Challenge Rating PG 493
Aftermatter: Threats by Creature Type PG 494
Agate Razor PG 12
Alien Gladiator PG 346
Ameriscum Bar Mistress PG 448
Ameriscum Ship Master PG 449
Anthro Sybarite PG 338
Antiuhl PG 13
Artemis PG 273
Artillery Bug PG 14
Assembler PG 15
Asteroid Miner PG 316
Cdr. Roe Athene, Avatar of the Mother PG 276
Autonomous Mecha, Military Industrial PG 390
Autonomous Mecha, Zammax Battle Pod PG 391
Azata, Glam Prince PG 17

Ballet Lion PG 422
Battlechanger Protomax PG 19
Battle Seductress PG 347
Bleakmoon Tyrant PG 279
Bonded Mentat PG 21
Bright Tyger PG 408
Brightstar Apis PG 413
Brightstar Remnant PG 22
Broken Model PG 24
Broodgeneral PG 26

Carrionate PG 28
Cassendron PG 29
Cell Runner PG 31
Cetta PG 414
Chainsaw Bear PG 426
Charioteer PG 32
Charr PG 34
Chitterix PG 36
Chyss PG 36
Chyss Evolver PG 38
Chyss Goddess Form PG 39
Chyss Worldrender PG 41
Cosmic Televangelist PG 307
Colonizer Fireteam Leader PG 369
Colonizer Infantry PG 371
Colonizer Sniper PG 372
Competitive Guardian PG 428
Concert Scum PG 451
Courier, Brave Little Freegear Scout PG 352
Cropduster PG 42
Crucifector PG 309
Cryostar PG 44
Crystal Shrike PG 423
Cultist, Crime Wire PG 45
Cultist, Cosmic Satanist PG 46
Cultist, Great Worm PG 47
Cultist, Hedonist PG 48
Cultist, Machine PG 48
Cultist, Xenos PG 49
Curator PG 50
Cyber-Phantom PG 52
Cyber-Slave PG 392
Cyber-Slave, Bordelloid PG 393

Dart PG 53
Dead Crew PG 54
Dead Sider PG 55
Dedder PG 56
Ded-I PG 57
Demon, Incursion PG 58
Devil, Smelter PG 60
Dhale Artificer PG 62
Dhale Soldier PG 64
Dino-Berzerker PG 351
Diseases begin PG 476
Dozer Bison PG 423
Dragon, Joss PG 415
Dragon, Overlord PG 65
Dreamvore PG 67
Droid, Astromage PG 394
Droid, Enforcer PG 395
Droid, History Park Relic PG 396
Droid, Pursuit PG 396
Droid, Rogue PG 397
Droid, Torture PG 398

Ecto-Carrie PG Nice.
Enumerator PG 70
Eradica PG 71
Expone PG 73
Ex'Tinar PG 74
Exxorn PG 446
Exx-Kyronite Empress PG 75
Exx-Kyronite, Lesser PG 78
Exx-Kyronite, Mother PG 79
Exx-Kyronite, Psykor PG 81

Familiars (All) PG 399 to 407
Fencer, Heritor PG 82
Fencer, Universal PG 83
Firebox PG 86
Free Captain PG 317

Free Gunner PG 319
Free Mind PG 320
Free Nav PG 321
Freegear Daredevil PG 356
Freegear Rebel PG 357
Fuelon Sparkling PG 87
Fuzzball Socio PG 348

Galactic Contender PG 88
Gazelle PG 89
Genesis PG 281
Genesis Machine Warlord PG 91
Genocide Templar PG One hit wonder.
Giant, Ring PG 94
Giant, Sammon PG 95
Giant, Ultrazon PG 96
Giant, Zammax PG 98
Gigastar Rogue PG 100
Glitch Lizard PG 102
Gorger PG 103
Gormite PG 105
Gravel Maw PG 106
Great Watchmaker PG 284
Grieving Servitor PG 305
Grept Laborer PG 107
Grey, Conservator Hybrid PG 302
Grey, True Grey PG 303
Guardian, Afro-Futurist PG 339
Guardian, Leather PG 340
Guidestar PG 108
Gunmother PG 109
Gunnokker PG 111

Harvester PG James Roberts.
Haunts begins PG 474
Hellwasp PG 114
Hopper PG 115
Horrix PG 116
Howlback Avia PG 118
Hunter of the Cosmos PG 119
Hygon Warrior PG 121
Hyperwake Bat PG 122

Insanities begin PG 484

Jauntsnarl PG 409
Juggernaut Worm PG 124
Junker Mercenary PG 359

Kaiju, Ripper PG 125
Knowledge Tick PG 128
Kyklos Geneson PG 129
Korbus PG 131

Lancelet, Freegear Midwife PG 360
Brg. Gen Jericho Lang PG 290
Lady Morgan Le Fey PG 132
Lifespawn Despot PG 134
Lifespawn Princess PG 137
Lord Amp PG 199
Manipulative Guardian PG 430
Maul PG 424
Mecha Ace PG 376
Mecha, Anti-Kaiju PG 376
Mecha, Cloudfire 380
Mecha, Excel Robo 382
Mecha, God Guardian 382
Mecha, Golden Vanguard PG 383
Mecha, Gunbreaker 384
Mecha, Riot Truck PG 385
Mecha, Road Dancer 386
Mecha, Road Elite PG 388
Mecha, Road Royalty PG 389
Mechaform Battle Bi-Shark PG 434
Mechaform Mastodon PG 435
Mechaform Venomwing PG 435
Megadeath Ruin PG 138
Mega-Pope PG 312
Mememander PG 142
Mercer PG 142
Meteorite Ape PG 437
Meteorite Elephant PG 438
Dr. Jeska Moreau PG 143
Mor'Grut PG 145
Morph Spider PG 146
Mother of Abominations PG 147

Narcoswarm PG 149
Nazarhak Obligate PG 150
Nazarhak Predator PG 150
Nazarhak Primogen PG 151
Nemesis PG 287
Nemesis Hellraider PG 153
Nemesis Warhorse PG 410
Neurothief PG 156
Nightscorpion PG 157
Night Wolf PG 158

Old Blade PG 160
Omegan Ancient PG 440
Omegan Hammerhead PG 441
Omegan Infiltrator PG 442
Omegan Nanoswarm PG 444
Omni-Consumptos PG 162
Originate PG 162
Overjudge PG 166

Pallantid Knight PG 168
Perfect Weapon PG 169
Phagic PG 171
Piston Mastiff PG 172
Kek Plataganet, Moron President of Earth PG 173
Platinum Leviathan PG 427
Pollinator PG 175
Predatory Nanoswarm PG 176
Psyren Mind-Queen PG 177
Psyren Opener of Ways PG 180
Ptarn PG 417
Pulse Hound PG 182

Quadi PG 183
Quiniuq PG 184

Rad Ant PG 187
Rawk Knight PG 452
Razor Diver PG 188
Regia PG 189
Regulator PG 190
Reincarnated Knight PG 342
River Scarab PG 431
Riding Bantam PG 411
Risk Taker PG 322
Roach Ape PG 432
Robo-Raccoon PG 463
Rock N’ Roll Rat PG 453
Rocker Brute PG 349

Scav-Worlder PG 324
Scorpion Mirage PG 192
Scraeper PG 193
Senator, Barrister PG 195
Serial Killer Immortal PG 197
Servaline PG 446
Sethzinian Ship Ripper PG 343
Shelterer PG 201
Ship’s Synth PG 325
Shipwife PG 326
Shocktread PG 293
Skeletron PG 203
Skinner Box PG 373
Skrizzlex PG 205
Skyguardian Bannersworn PG 206
Skyguardian Beast God PG 206
Skyguardian Philosophos PG 208
Slugthrower PG 209
Solix Verion PG 211
Solve/Seek PG 213
Space Baby PG 327
Space Hound PG 460
Space Lord PG 214
Space Pirate PG 350
Space Trucker PG 328
Splice Hunter PG 374
Spot Welder PG 216
Starlet PG 217
Star Fang PG 461
Star Sister PG 217
Star-Trine PG 461
Steel Hawk PG 219
Steedfly PG 433
Stego-Gear PG 464
Stellar Insect PG 220
Strafe PG 221
Strangelet PG 455
Stonecutter Mercantile Lord PG 223
Stonecutter Protector PG 225
Stratoraker PG 226
Symas Hunter PG 227
Syrion Hunter PG 229
Swamp Fox, Scavenger Arms Dealer PG 362
Sway PG 412

Tank-Ravager PG 465
Tantalos PG 230
Tasp Wasp PG 231
Technocorn PG 466
Techno-Fascist PG 345
Terminus Est PG 296
Terminus Probe PG 299
Temporal Enforcer PG 315
Tetragon Hunter PG 232
Thermonuclear Satanist PG 234
Traps and Natura Hazards begins PG 469
Twistshaper PG 235
Tyrakron City Commander PG 363
Tyrakron Hunter Killer PG 366
Tyrakron Trooper PG 368
Tyranling PG 237

Verth Battlemaster PG 239
Verth Battleslave PG 240
Verth Sauceriod PG 241
Vigil PG 242
Void Orc PG 244
Void Orc Horde PG 245
Void Orc Machine Gunna PG 246
Void Orc Wreckweed PG 247
Voidsparrow PG 248
Voidsparrow, Tejano PG 458
Von Newmann Angel PG 250

Warbride PG 251
Warp Widow PG 252
Wayhunter PG 418
Wild Machine PG 465
Wish Box PG 254
Worldboil PG 256
World Seeder PG 257
Wraith Scorpion PG 425
Wrench Brawler PG 329

Xenogamate PG 260
Xenogaunt PG 261
Xenomurder Horde PG 263\
Xenonate PG 265
Xenoregis PG 266
Xeno-Merc PG 351

Zeth Stalwart PG 269
Zeth Trophy Hunter PG 270
Zookeeper PG 375